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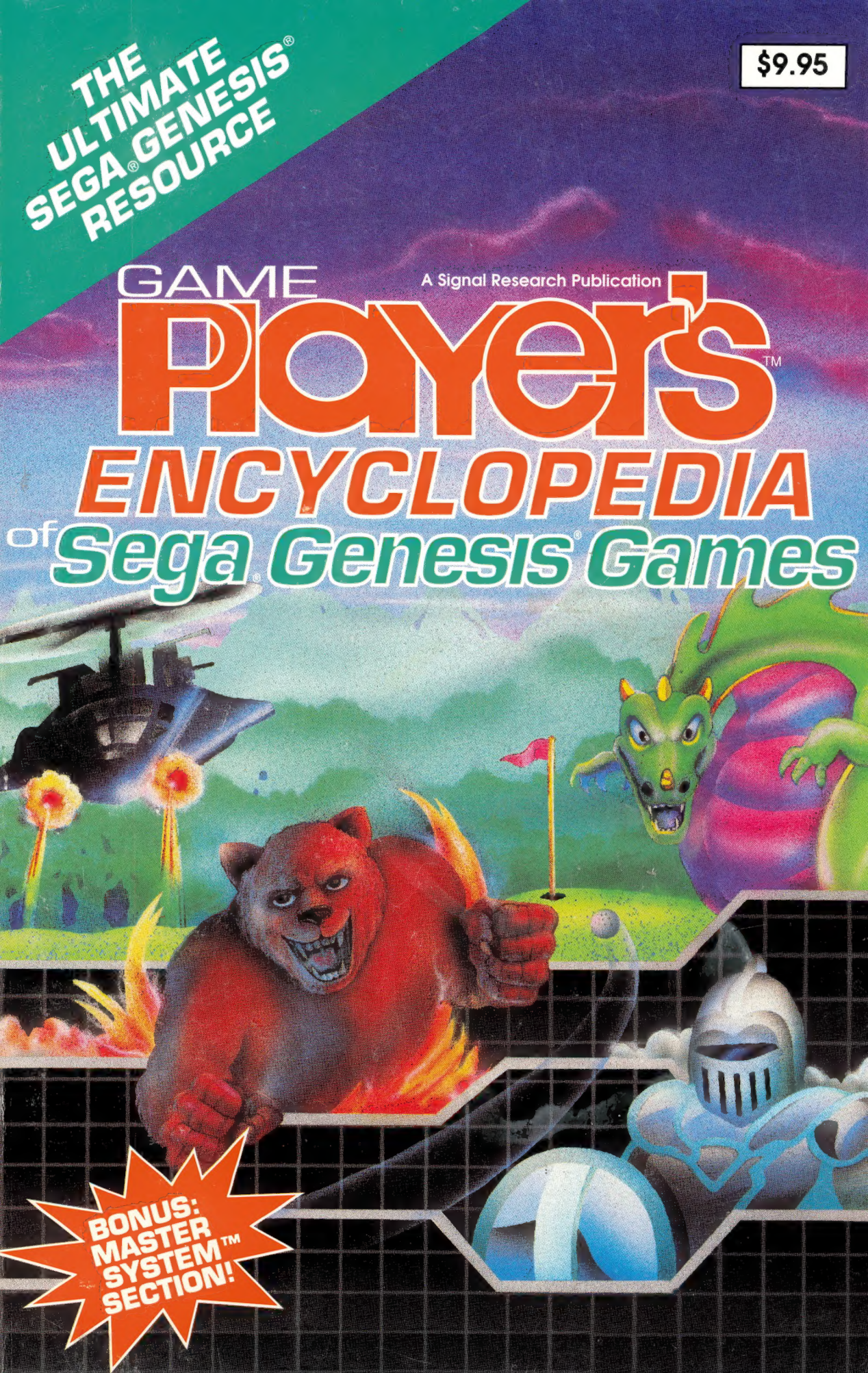
GAME PLAYER'S™ ENCYCLOPEDIA of Sega® Genesis® Games



BONUS: MASTER SYSTEM™ SECTION!

A Signal Research Publication

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Land Buster
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Shadow Blasters
Skull & Crossbones
Spider-Man
Star Blade
Storm Lord
Strider
Super Volleyball
Sword of Vermillion
Task Force Harrier
Targhan
TechnoCop
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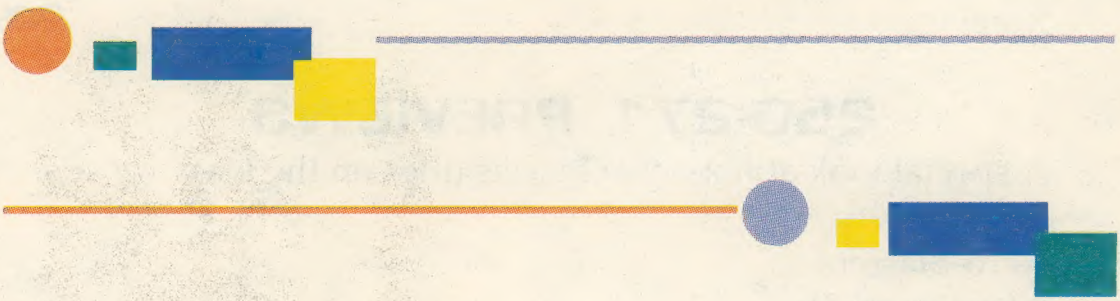


Hints, Tips, and Secret Codes

Target Earth

Invincibility: When you start the game, press the start button on controller 2, but be careful not to pause the game. Your energy will go down, but you won't die.

Continues: Here's a way to get 9 continues instead of 2. First you must reach at least stage 2 -- then, when the game is over, go to the options screen and press Start on controller 1. If you've done this correctly, a woman will appear and say "continue up."

Arnold Palmer Golf

Special Password: Use this password in competition play to start in match play — Q h V a T z o u i o ' A B B h 9 6 i V C o V s k m B g A c g I z l 3 X H Q.

Ghouls 'n' Ghosts

Invincibility: Turn on the system and press reset four times. When the title screen appears, press A four times. Then press the directional pad up, down, left, and right. You should hear a chime. Press start to hear another chime, then hold down B and press start. The invincibility doesn't work when you fall into a chasm, get grabbed by a green hand in level 4, or get stamped by Loki's feet.

Level Select: On the title screen, wait for the words "Ghouls and Ghosts" to float down from the top of the screen. Then press up, down, left, and right -- you should hear a short harplike sound. At this point, there are several different codes to enter to take you where you want to go:

Level 1
A button
Level 2
Up and Start
Level 3
Down and Start
Level 4
Left and Start
Level 5
Right and Start
Loki (final boss)
Down, Right, and Start

You can add the A button to the end of any of these codes to start in the middle, rather than the beginning, of the level.

Tommy Lasorda Baseball

World Series Password: If you want to play in the World Series, enter — T Q c j p q r n m k a X n S V d Q u F E A E. It's important to type capital and lowercase letters as indicated.

Altered Beast

Continues: When you die, hold the A button down and press Start repeatedly until you appear on the screen on which you died.

Select the Beast: Change into the beast you want on each stage by pressing down and left while holding all three buttons during the title screen.

Round Select: Choose your round on the option screen and then hold down A and Start on the title screen.

Sound Test: To hear all the sounds and music in the game, press up and right while holding down A and C.

Golden Axe

Level Select: Choose Arcade mode, then when you reach the Character Select screen, hold down left, B, and Start simultaneously. A "1" should appear in the upper left corner of the screen. Use the directional pad to rotate this number to any game level.

Phantasy Star II

Slow Motion: While traveling the countryside, pause the game by hitting Start and holding down B. While B is held down, you'll move around normally but in slow motion.

Avoid Dungeon Enemies: While exploring dungeons, continually move the menu screen up and down as rapidly as possible. Move around as you normallywould while doing this.

Air Diver

Special Stage Select and Invincibility: As soon as the map screen appears, leave the plane out over the ocean and hold down Start. While holding it down, press A, B, C, B, A, A, B, C, B, A. Now release Start and use one of the following for the desired effect:

Start at mothership
Hold B

Go to the last boss
Hold C

Fight the ace pilot
Hold A

Invincibility
Hold Start

Continue to hold down the button(s) until you leave the hangar.

Zoom

Special Menu Options: Press Start when you're on the title screen to get to the Player Select screen. Then press up, up, down, down, left, right, left, right, A, and B.

Last Battle

Continue: After a game has ended, press and hold A, B, and C, and then press Start when the screen reads "Legend of the Final Hero." This code only works for levels 2 and above.

Super Hang-On

Ending Code: To see the grand finale in the original mode, enter G F F 3 F 5 4 6 F 3 5 5 64 F F O S L P I M F J E D G H

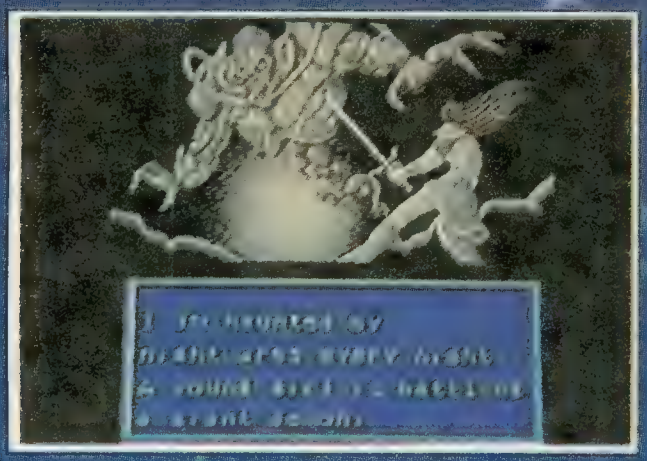
Option Screen: At the title screen, press and hold A, B, C, and then Start.

Phantasy Star was one of the most popular cartridges ever made for the Sega Master System. A true role-playing adventure, its success proved that Sega fans wanted more variety in their videogames. *Phantasy Star* offered the intellectual challenge of exploring worlds, solving puzzles, and planning strategies. Until *Phantasy Star*, role playing was widely available only to game players with personal computers.

Phantasy Star II returns you to the Algol star system of the original *Phantasy Star*. A millennium has passed since Alis defeated Lassic, and in that time the three planets of the system have seen enormous change. They now share their cultures and resources and are linked together by a massive computer system called the Mother Brain. This computer governs almost all aspects of life in the Algol system.

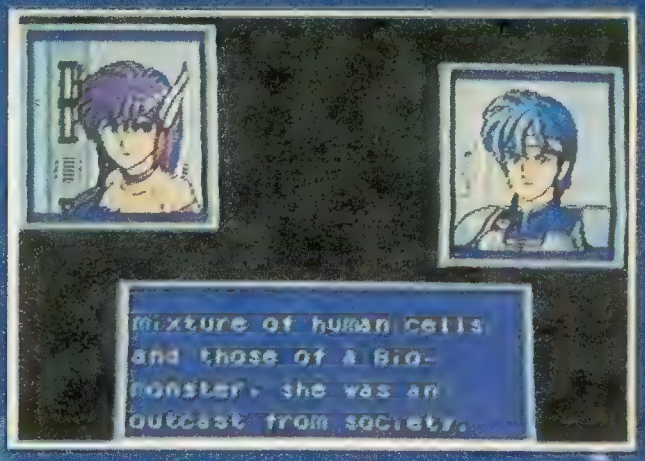
As the game begins, you are a young inhabitant of Algol. But you find yourself having recurring nightmares.

—Sega Genesis. Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

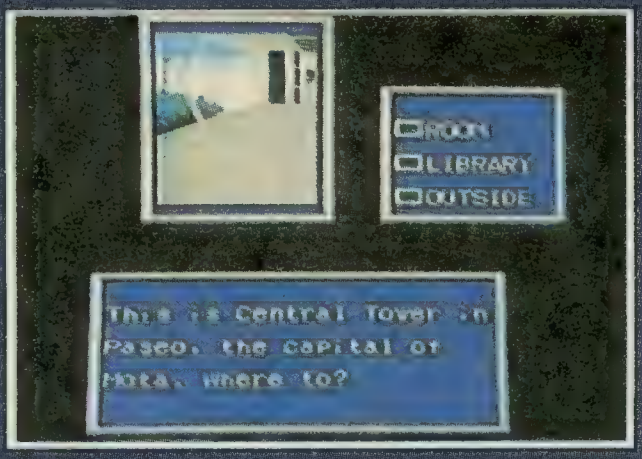


Your dreams are incomprehensible to you, though veterans of the first *Phantasy Star* will recognize Alis's final battle. But why would you dream of the evil that threatened Algol over 1,000 years ago?

The commander of Mota orders you to bring back a recording device from Biosystems Labs. You go home to prepare. Nei, a product of bioengineering, asks to go with you. Her command of magic will come in handy.

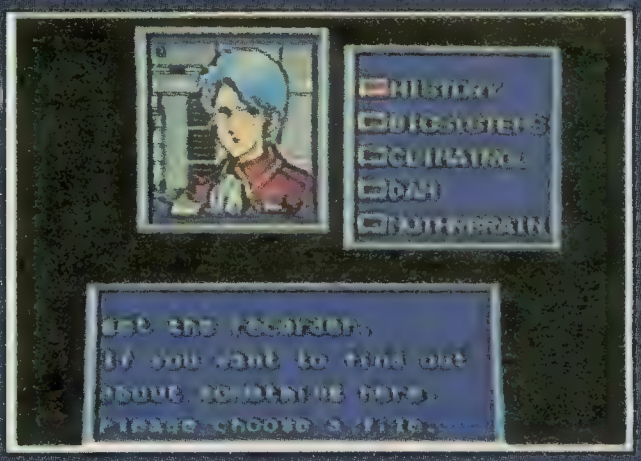


You begin your quest in Paseo, the capital of the planet. Look for this building.

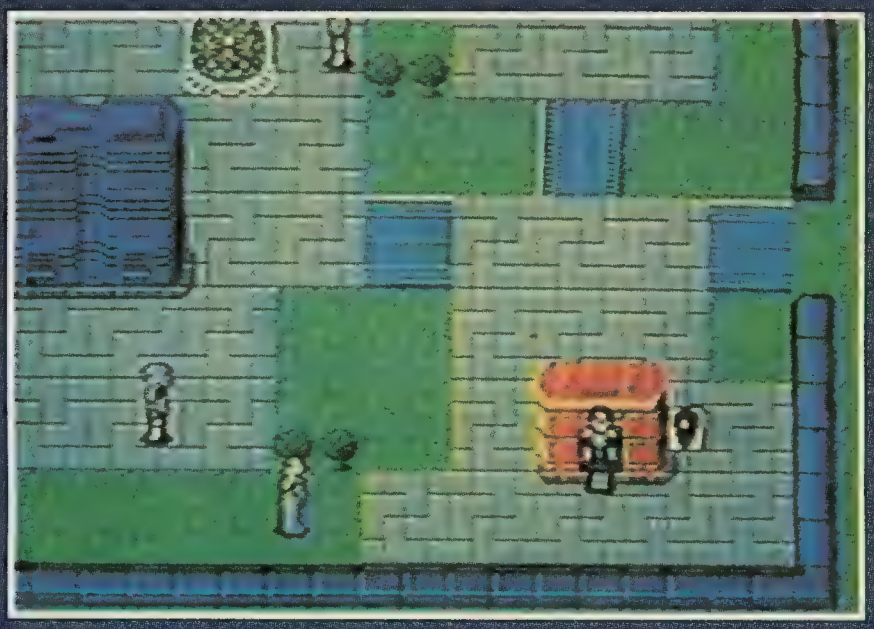


The Central Tower contains a room where you can store items, weapons, and anything else you need but can't carry on your journey.

The librarian can provide you with information about the planet's history, its technology, and the places you will visit. Read everything carefully.

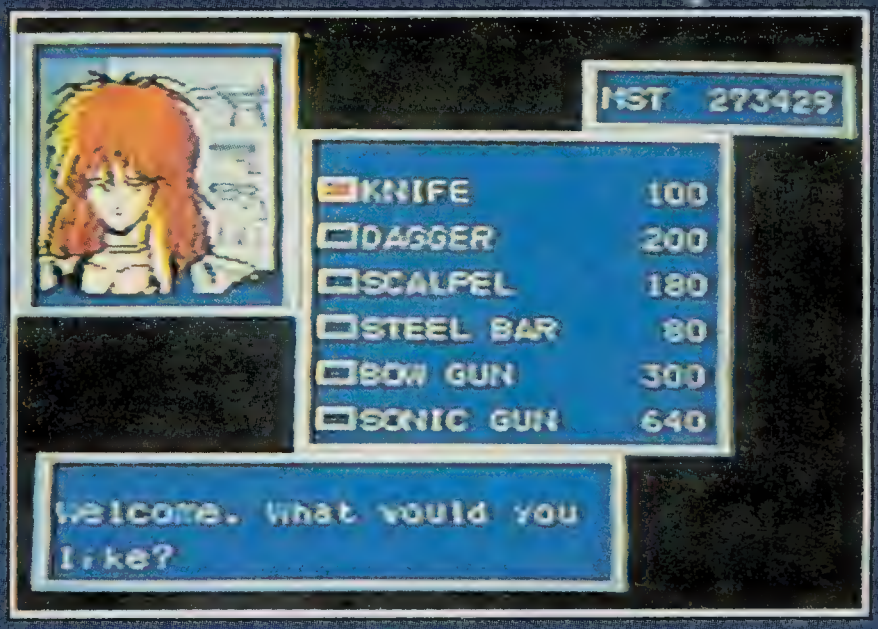


As you and your party move through the cities, be sure to stop and talk to the people you see.

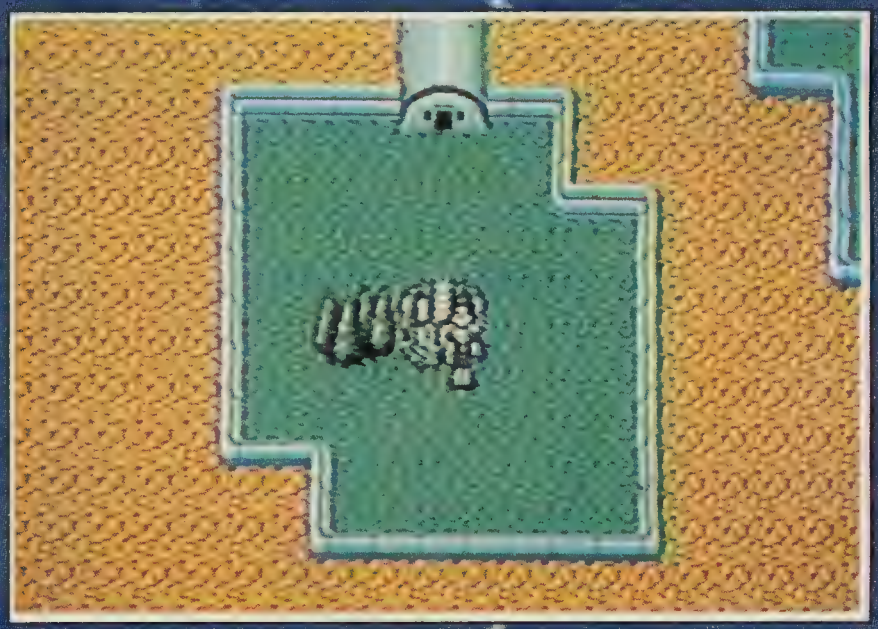


You can purchase many of the supplies you'll need in the cities' shops. This is the sign of an armor store.

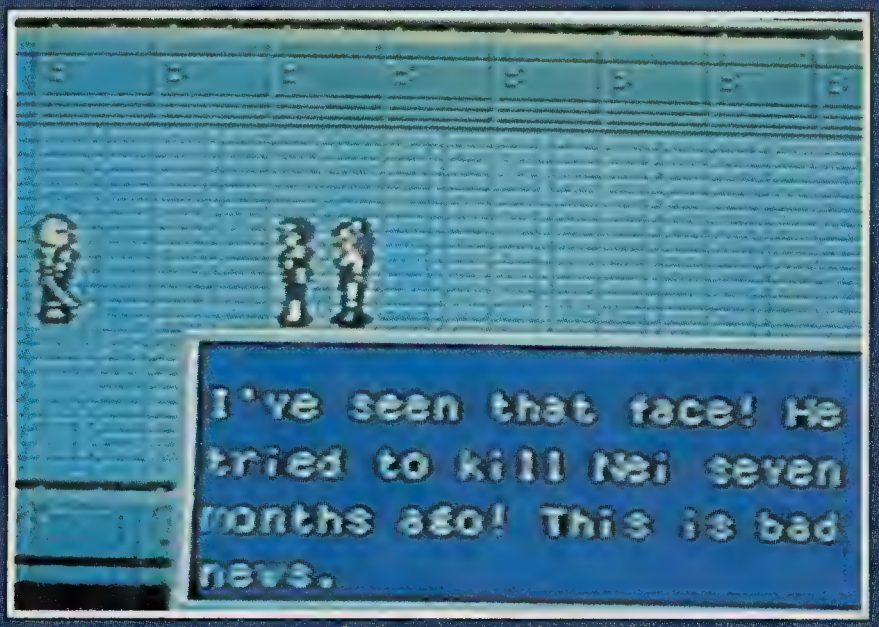
Inside the armor store, you can buy defensive clothing and other gear to withstand enemy attacks.



The weapons shop owner in Paseo bears a striking resemblance to David Bowie.



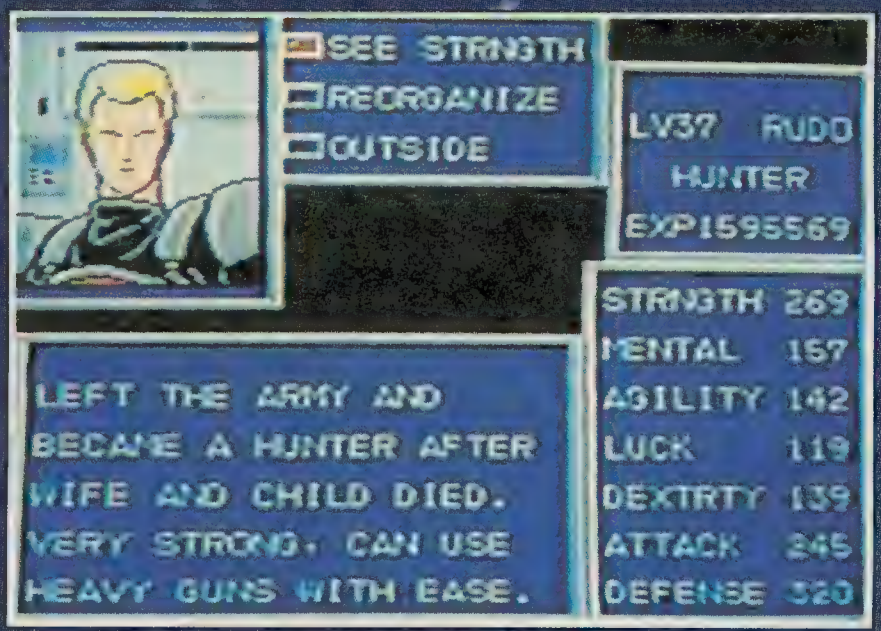
Once a vast desert, much of the planet Mota has been reclaimed through the work of the Biosystems Lab. Now green, dome-covered oases cover the planet, connected by these tubes.



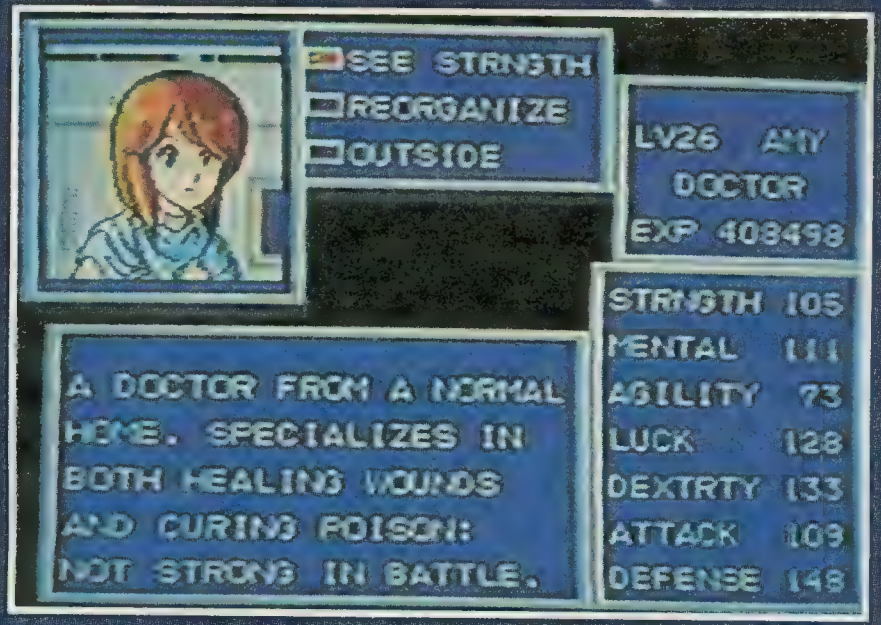
Just outside Paseo you'll encounter an ominous stranger who blocks your way. It will take a tragedy to move him.

Explore everywhere. There are other cities to be found, as well as dungeons, mazes, dams, and new lands. There are many mysteries to solve if you are to succeed, so don't pass anything by.

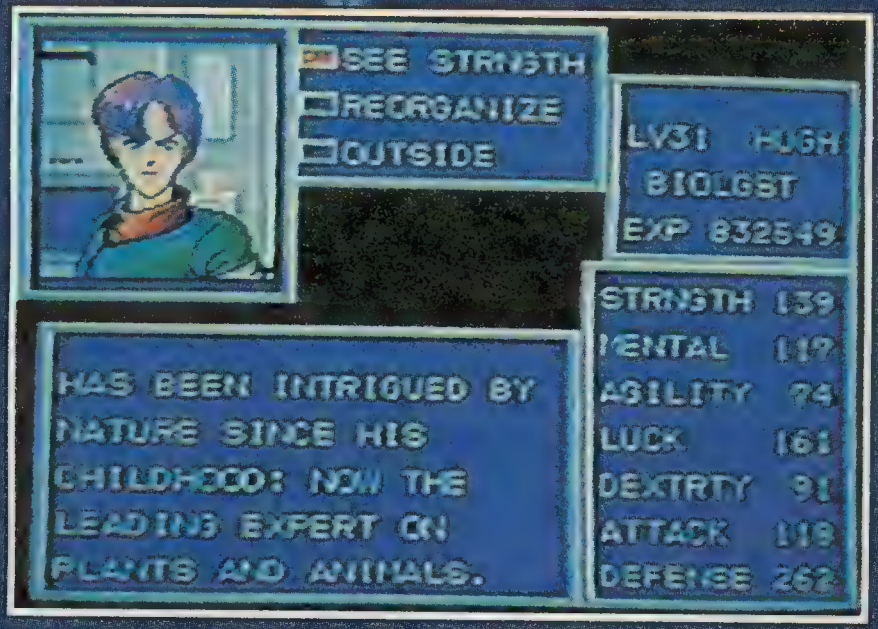
As you explore, you'll sometimes have to fight. The fighting alternates between the enemy and your party, each member attacking and fending off attack. The outcome is based on hit points.



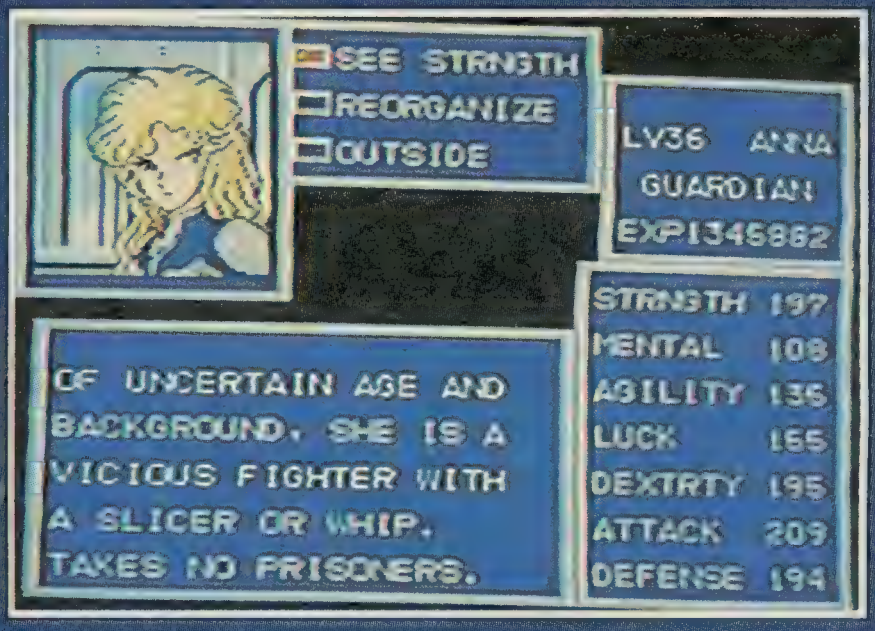
The stronger the members of your group, the better your chances. You will encounter many who are willing to join you — like Rudo, who always fights with guns.



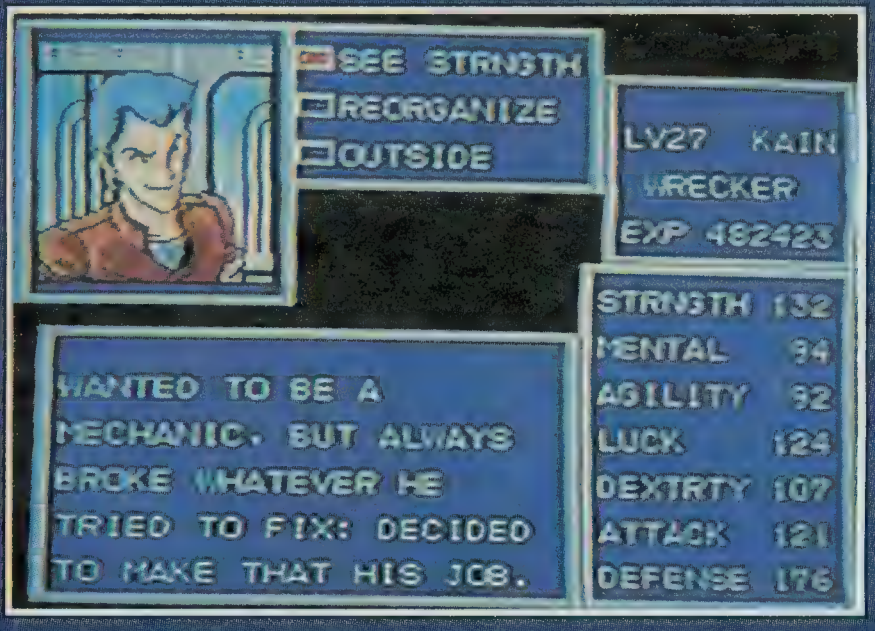
As you progress through the game, the enemies you encounter become more powerful. The services of a good doctor can make the difference between success and failure.



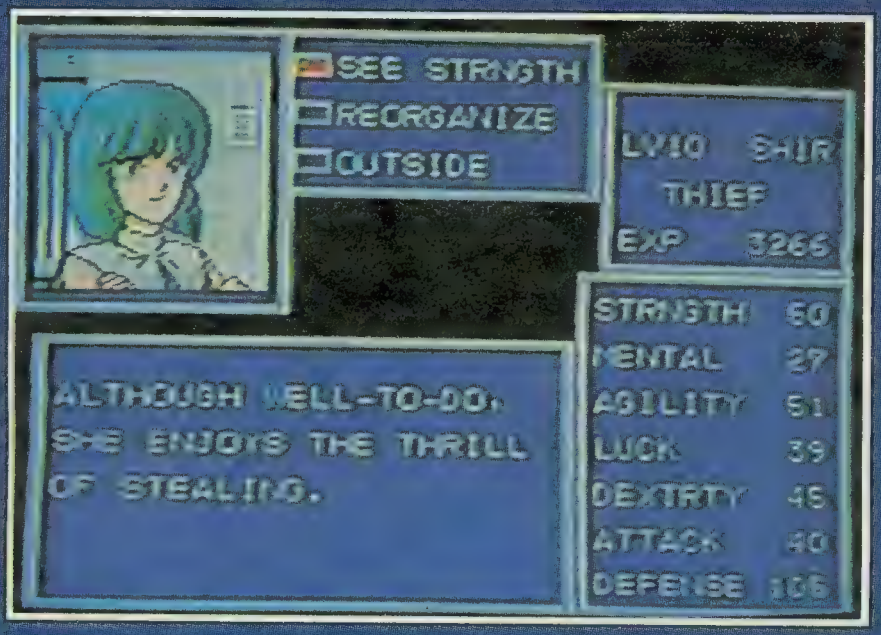
Hugh's expertise can be a big help when interpreting the clues you discover.



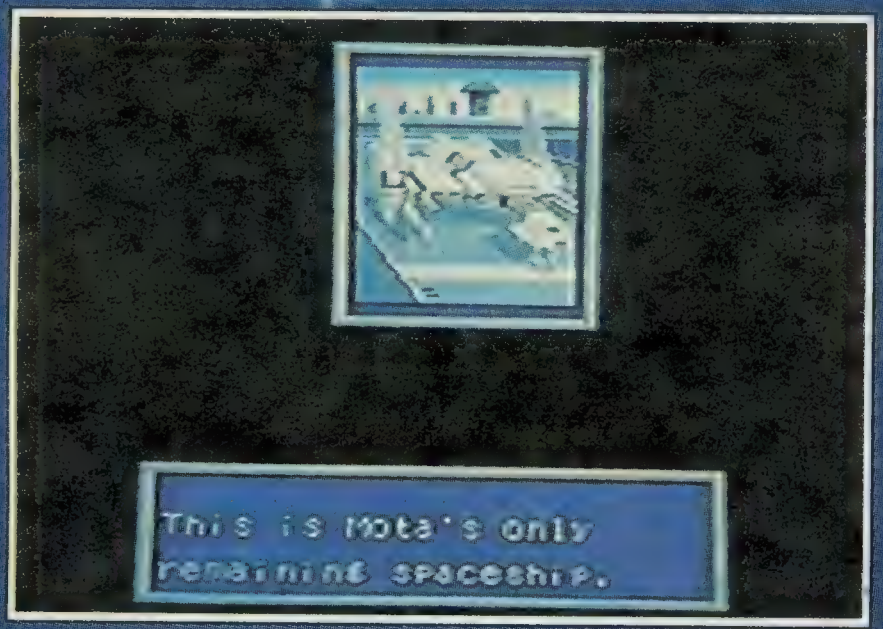
You'll want Anna at your side when the fighting gets heavy. She can inflict serious damage on even the most imposing foe.



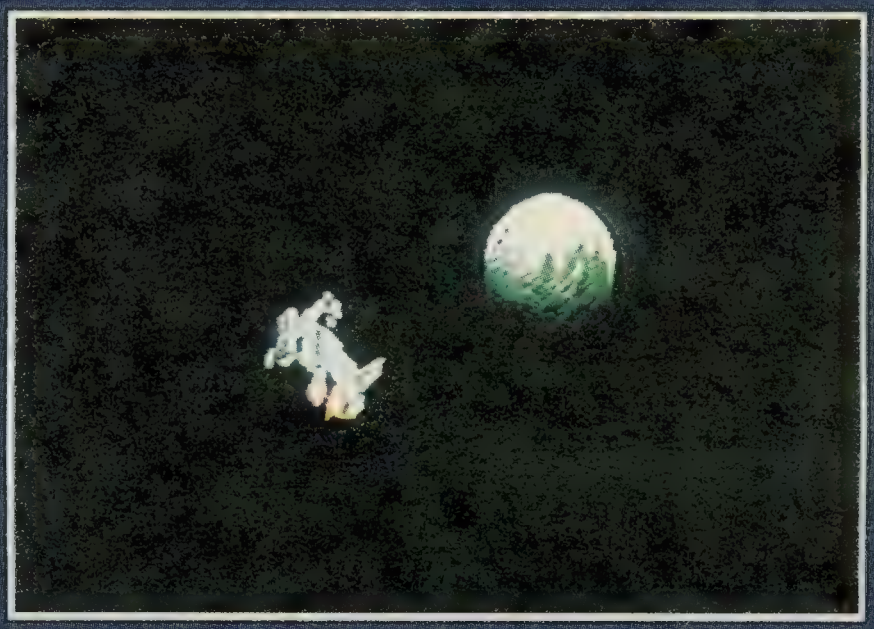
Although he's not very bright, Kain's skill at disassembly can be very important.



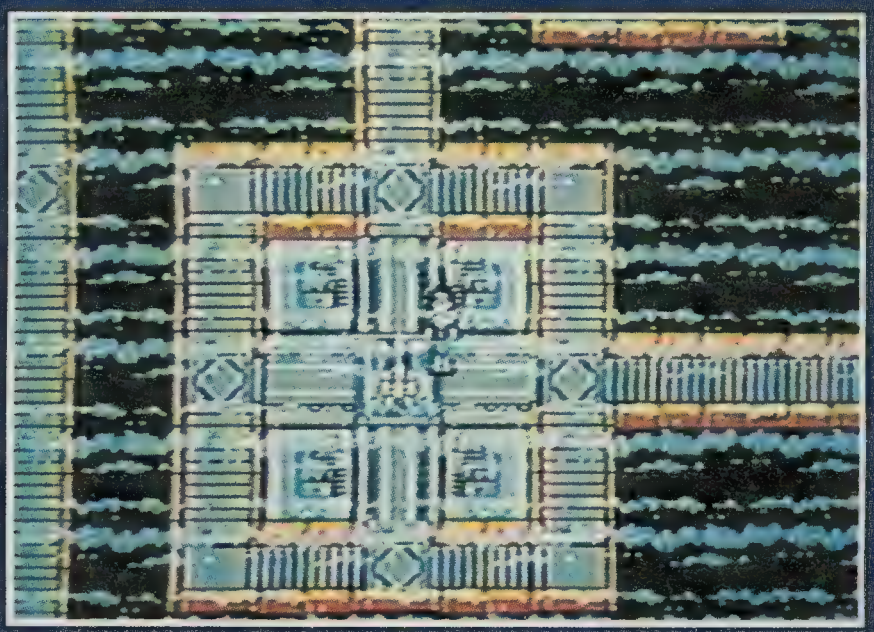
When you visit shops, Shir will sometimes steal items. This can save you money, but it can also lead to trouble.



Once you complete an enormous task on Mota, you get access to the roof of the Central Tower.



With the spaceship, you can fly to the planet Dezo. Here your adventures will continue — and the danger will grow.

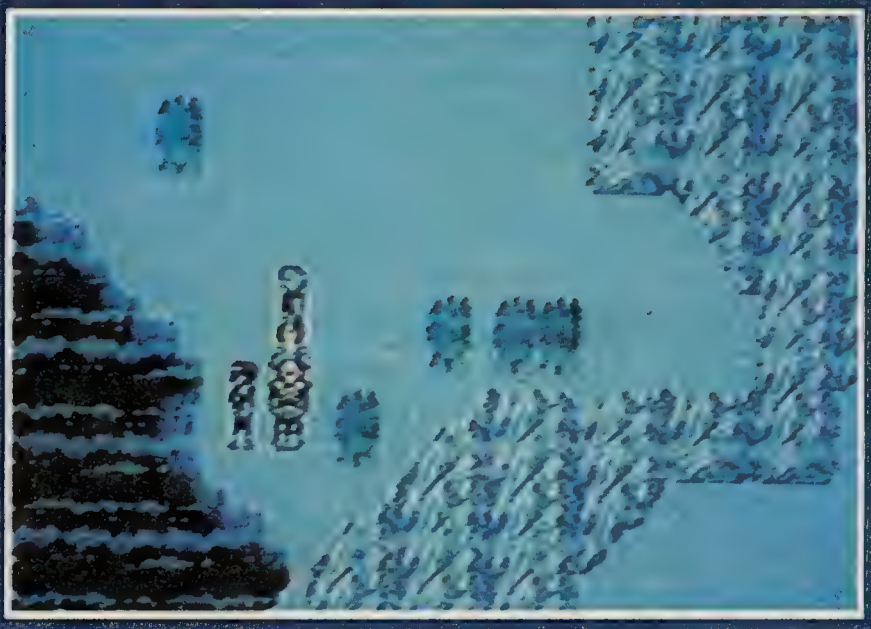


You land at the Teleport Station. The tunnels lead to many locations on Dezo.

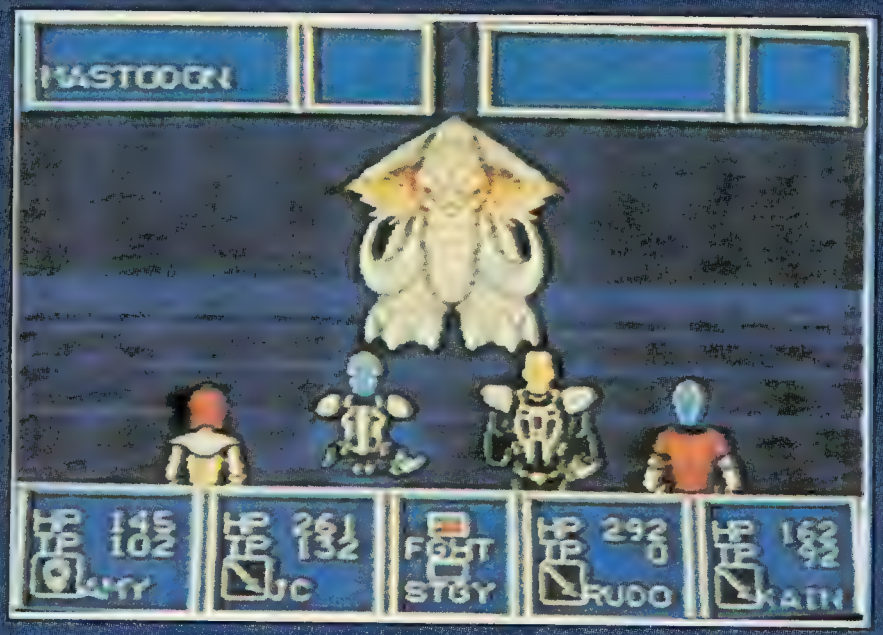
The Dezoans aren't the most literate people in the Algol system. And sometimes they're not the most truthful, either.

Be sure to get medical aid before leaving town. The creatures of this planet are huge and powerful.

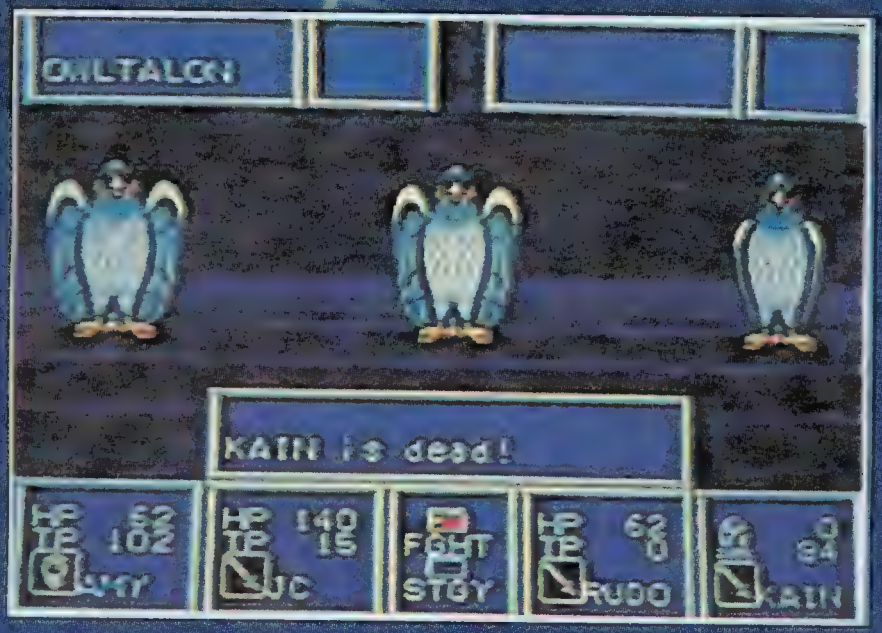
You have to visit several places in the icy wilderness of Dezo. Save your game often!



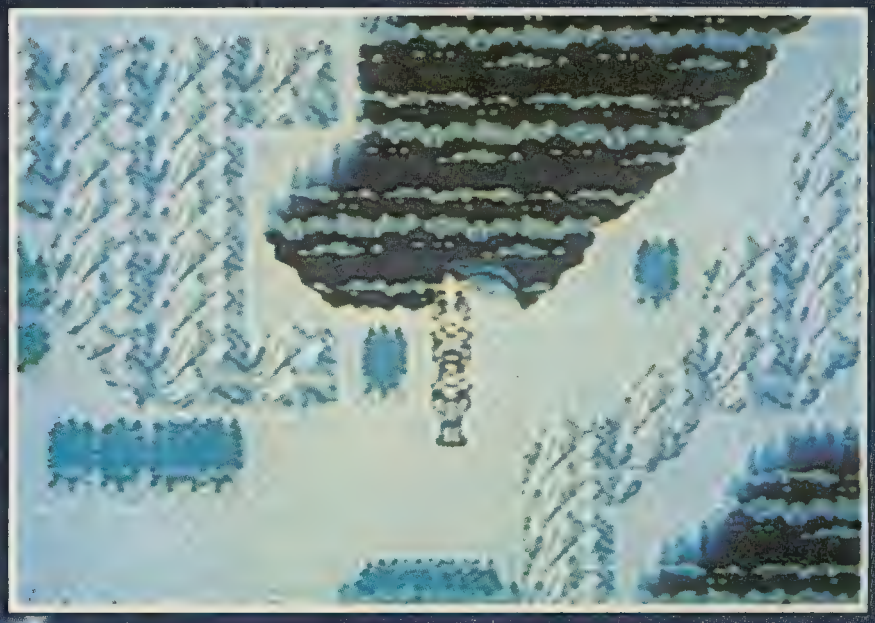
Inside this huge crevice is one of the largest mazes you've ever seen.



You are suddenly attacked. If you don't have plenty of experience, you'd better run.

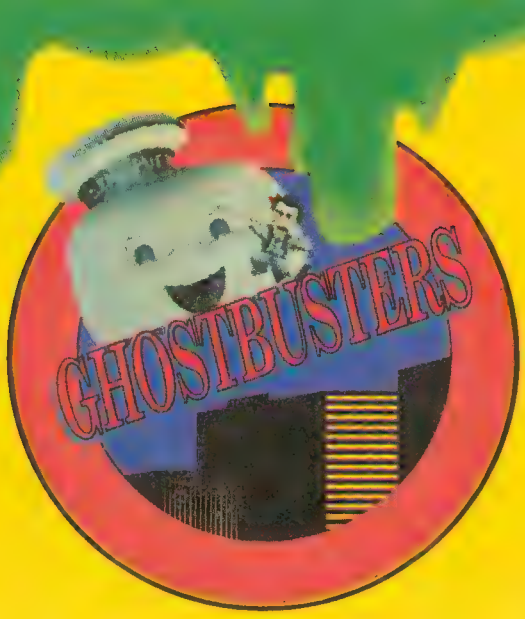


Pay attention to the health of everyone in your party. Anyone who is weak might not survive.



Once you've finally found your way out of the crevice, your next destination is to the west.

The house of the Telemental marks the beginning of the final battle. Before you answer her question, take stock of your party. You will need incredible strength and agility to meet the challenge ahead. Remember — the fate of the entire star system is in your hands.



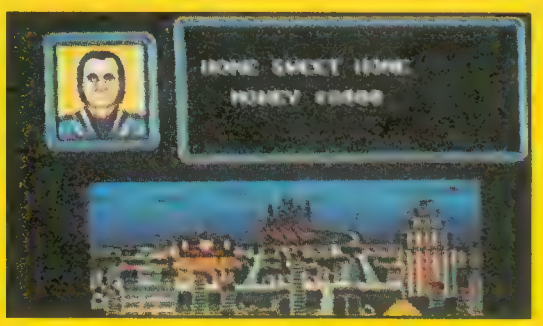
Sega of America, 573 Forbes Blvd., P.O. Box 2167, South San Francisco, CA 94080.

The Ghostbusters are no strangers to the world of electronic games. They've inspired games for just about every system around, from personal computers to Nintendo. And now they're ready to tackle the meanest spooks of their career in the Sega Genesis version of *Ghostbusters*.

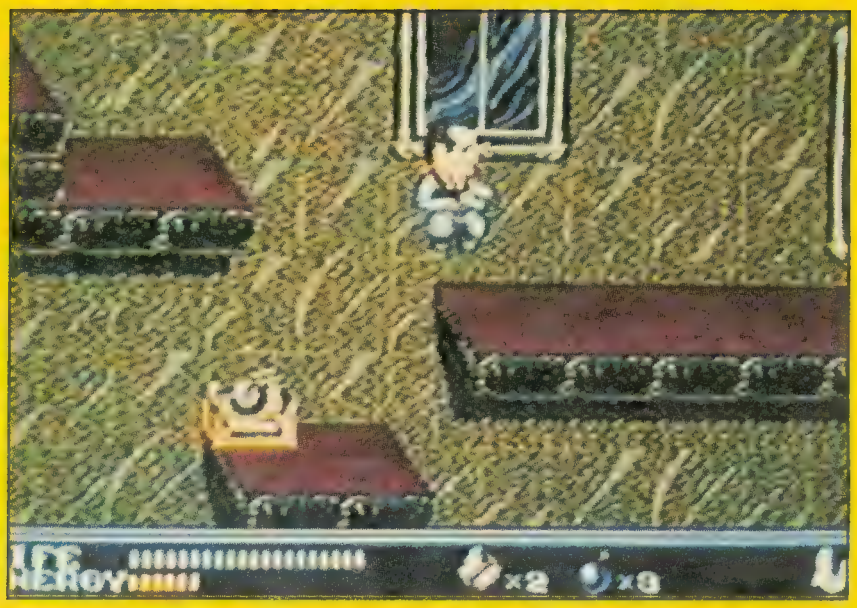
You can choose to play as Peter, Raymond, or Egon in this version, which is loosely based on the first *Ghostbusters* movie. You'll hunt ghosts, poltergeists, and other supernatural pests through six different levels. The first four levels are ghost-hunting jobs, and you can use the money you'll earn to buy a variety of special weapons and items you'll need later.

Each level is full of dangers. Among other things, you'll encounter hostile icemen, flying dinner plates and forks, and leaping globs of ectoplasm. And every level has *at least* one boss. In one memorable scene, you actually get to battle the colossal Stay-Puft Marshmallow Man!

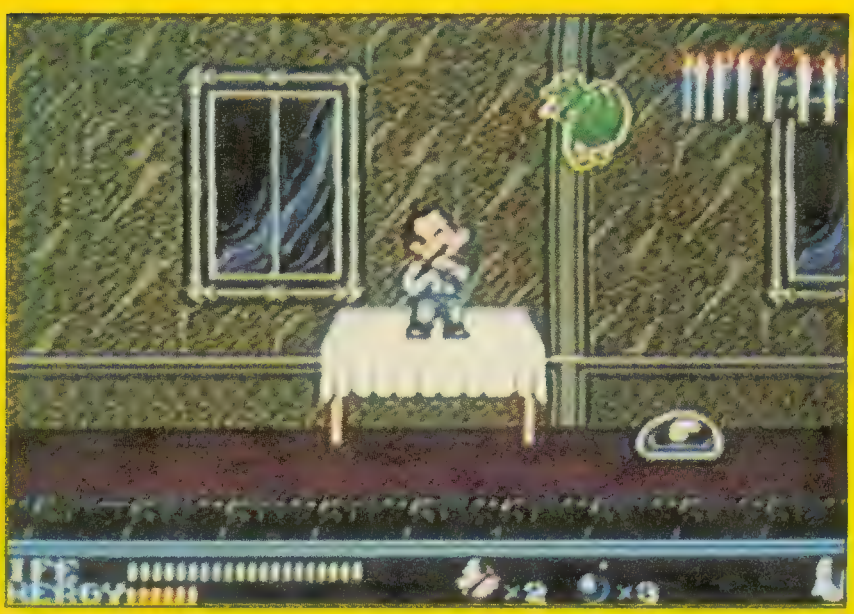
Each of the three Ghostbusters has different abilities, and all of them are capable of getting through the game.



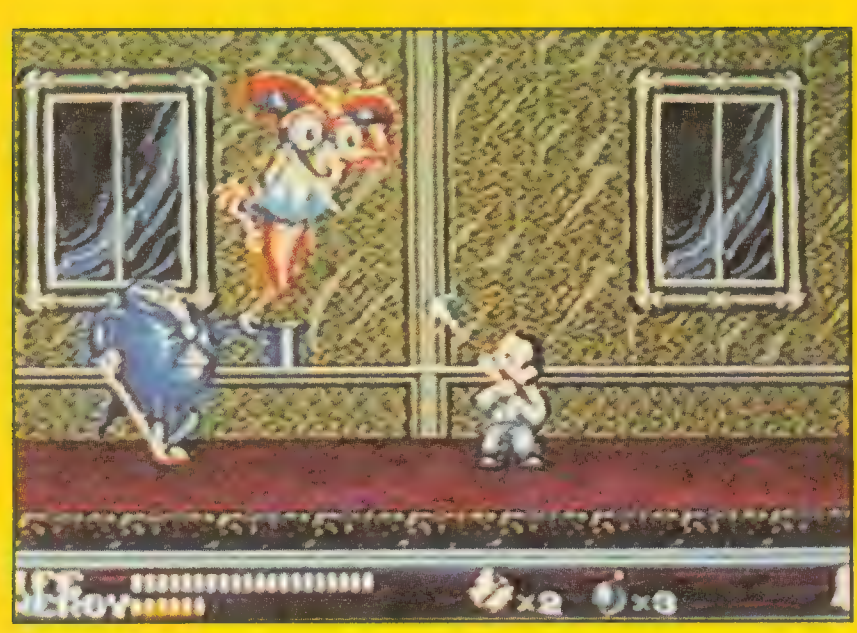
The first assignment you accept is to rid a woman's home of noisy spirits. On this job you'll earn $2,000.



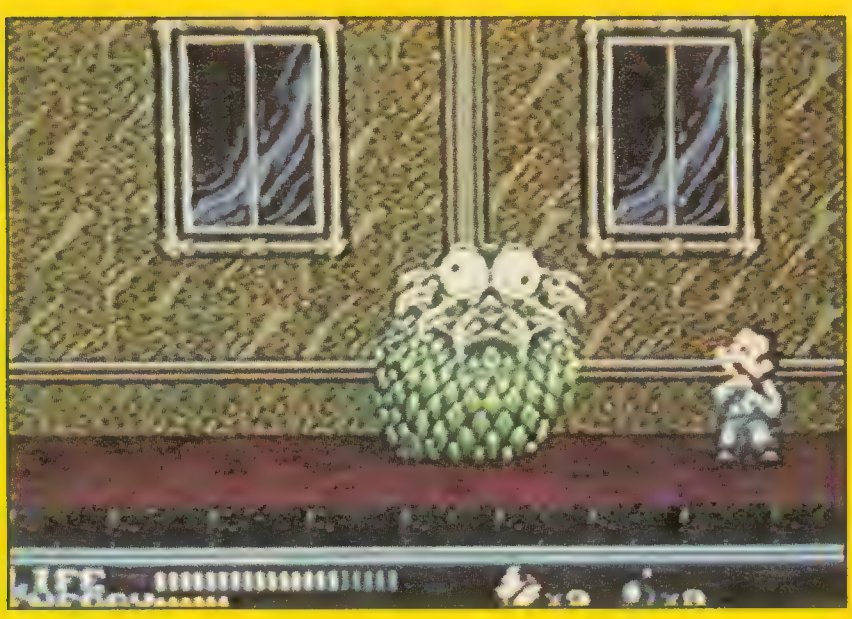
Keep your eyes open for safes, like the one at the left. Often they'll contain money, although some are booby-trapped with bombs.



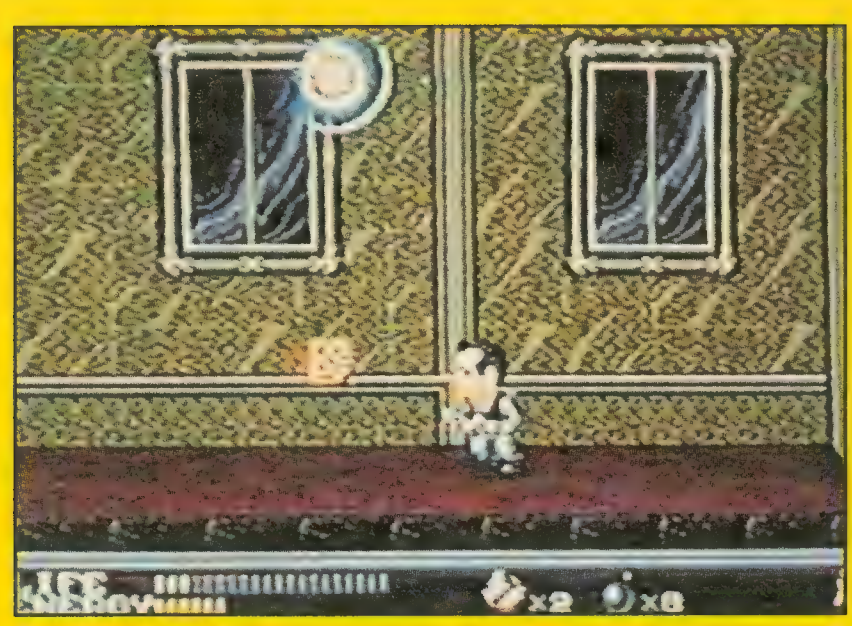
If you shoot Slimer, he'll drop an egg-shaped glob. It contains extra energy and life.



After passing through a door, you suddenly encounter a ridiculous apparition. Fire at its head.

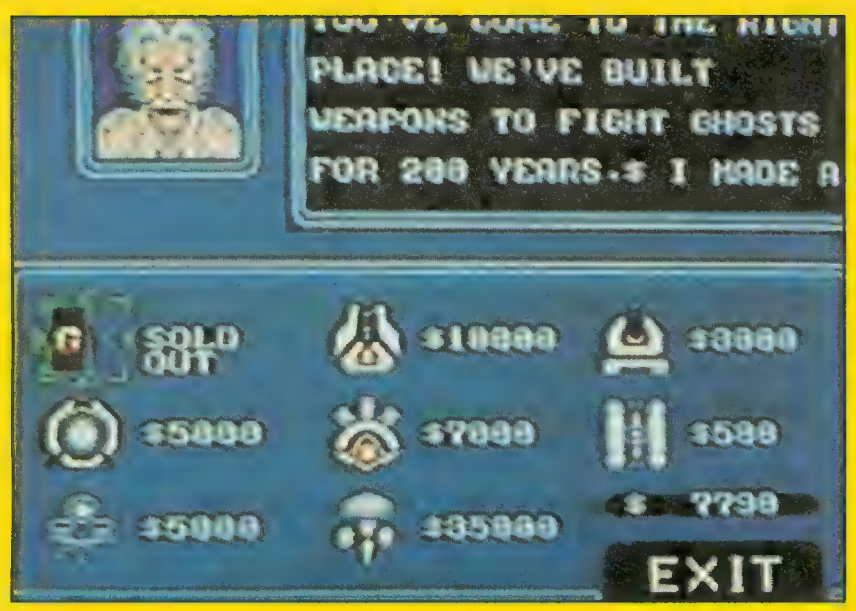


To defeat this rolling artichoke, the final boss in the first home, keep an eye on his scales. They'll fly off and spin about the room, leaving his bulbous body open to attack.



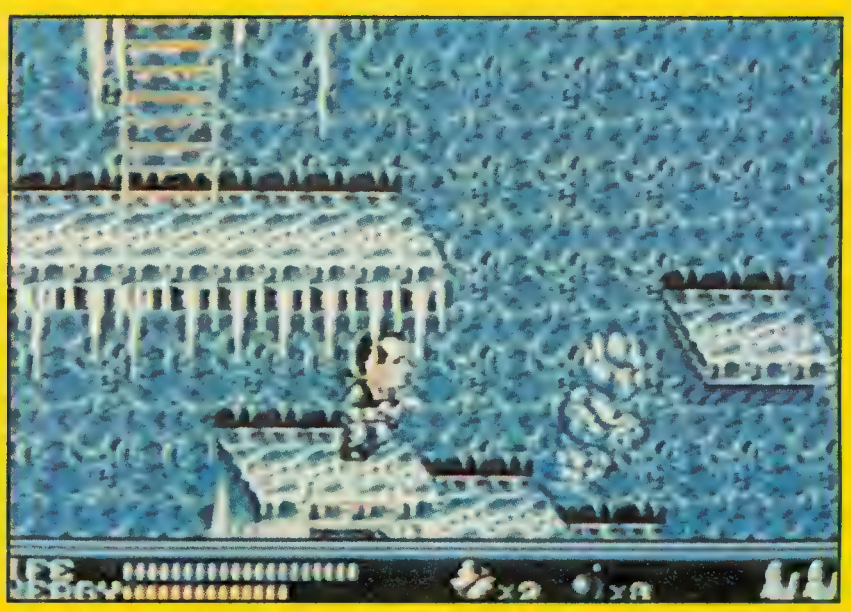
After you've cleared each level, you'll find a piece of an old stone tablet. You'll have to collect all the pieces to find out what they mean.

Your fame as a Ghostbuster grows with each victory, and so does your wealth.

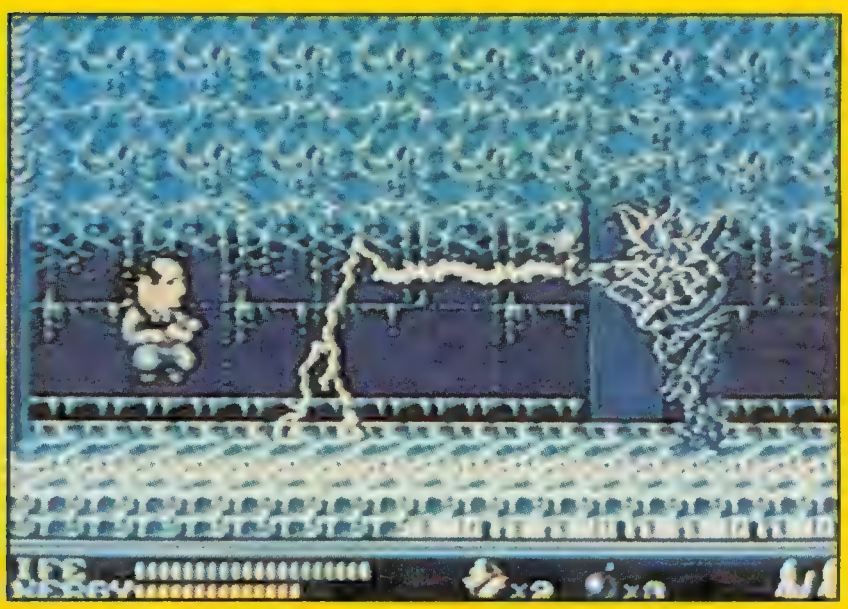


In the weapons shop, this Einstein lookalike helps you choose bigger and better weapons. It's wise to buy extra energy as soon as you can.

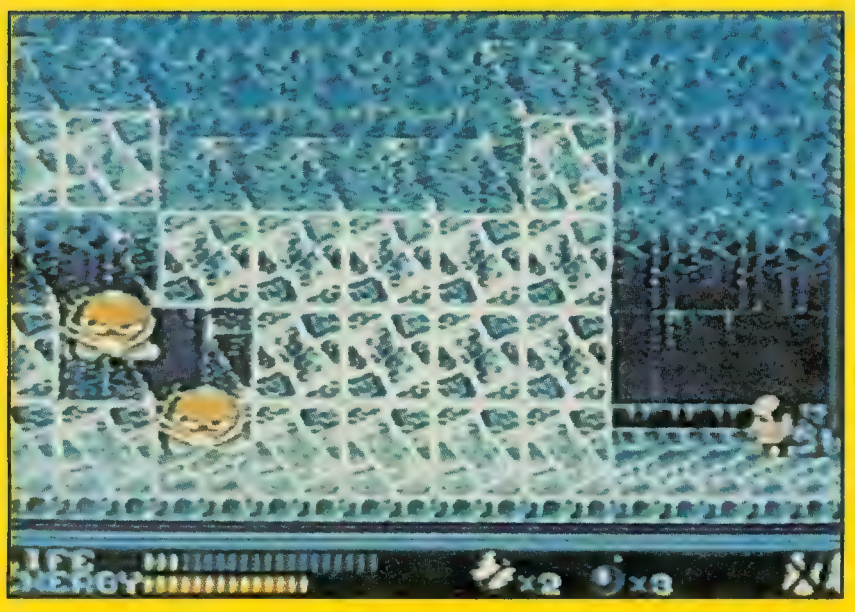
The item shop stocks some very useful merchandise, although it often runs out of the more popular goods. The dumplings allow you to return to life, and the Peking duck restores your energy.



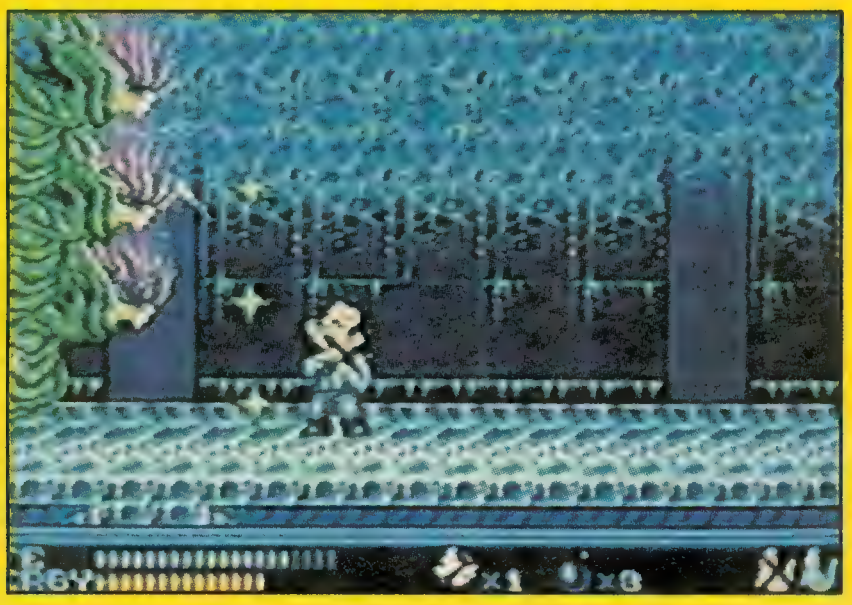
Your next job takes you to this icy building, haunted by appropriately frigid spooks.



The first boss on this level is powerful, but his method of attack is fairly predictable.

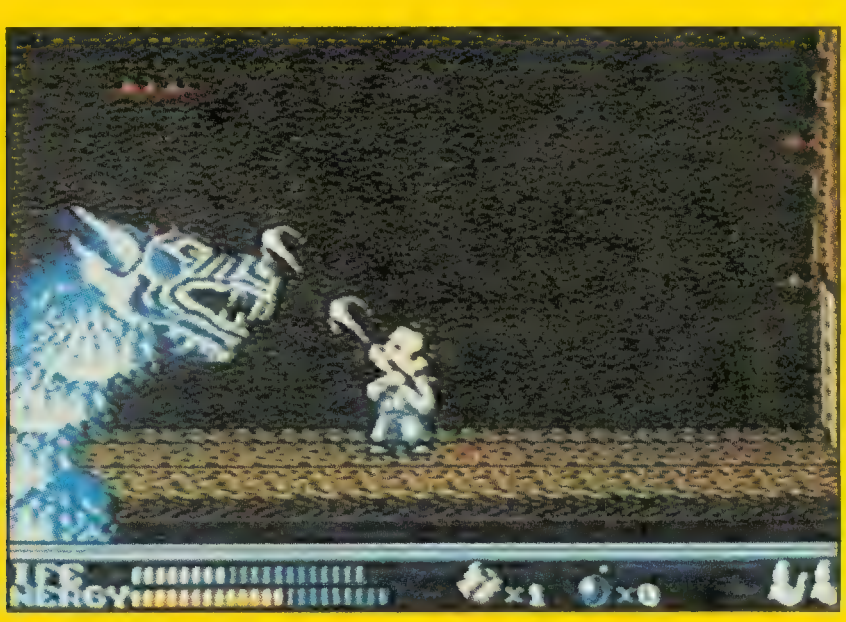


To penetrate this wall of ice, let the little creatures eat through the blocks, then shoot them at the last minute. Now you can crawl through the tunnels they've made.

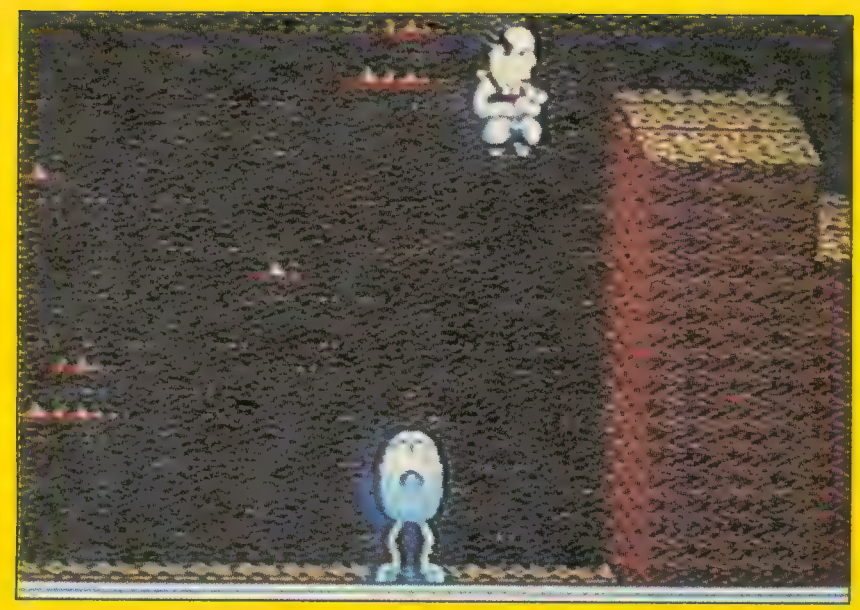


This ghost is no lady. She splits into three parts, and only one of the images is vulnerable to your attack. Use your three-way shot.

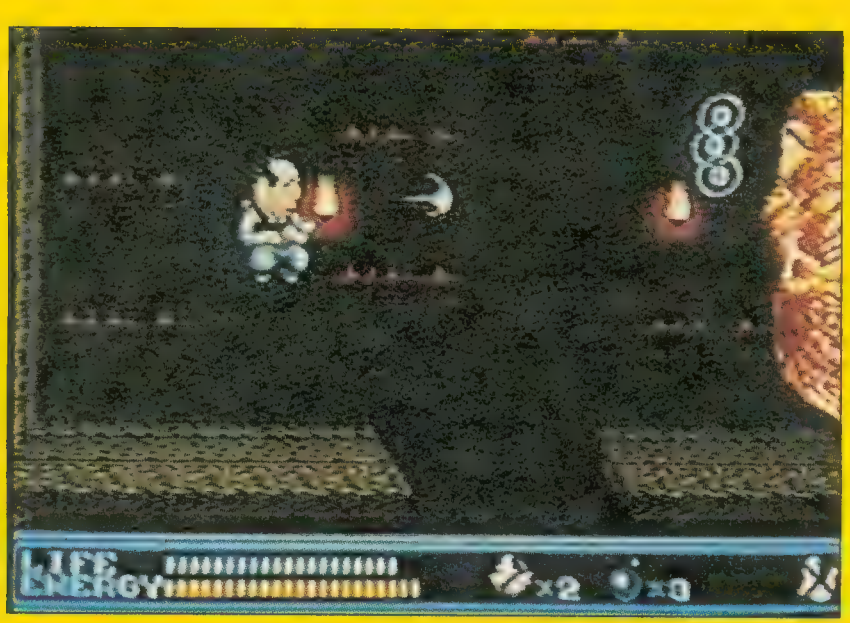
The third mission, a burning building, is very risky. There are no lights, and danger is everywhere. Infrared goggles let you see where you're going, but they're only good for a limited amount of time.



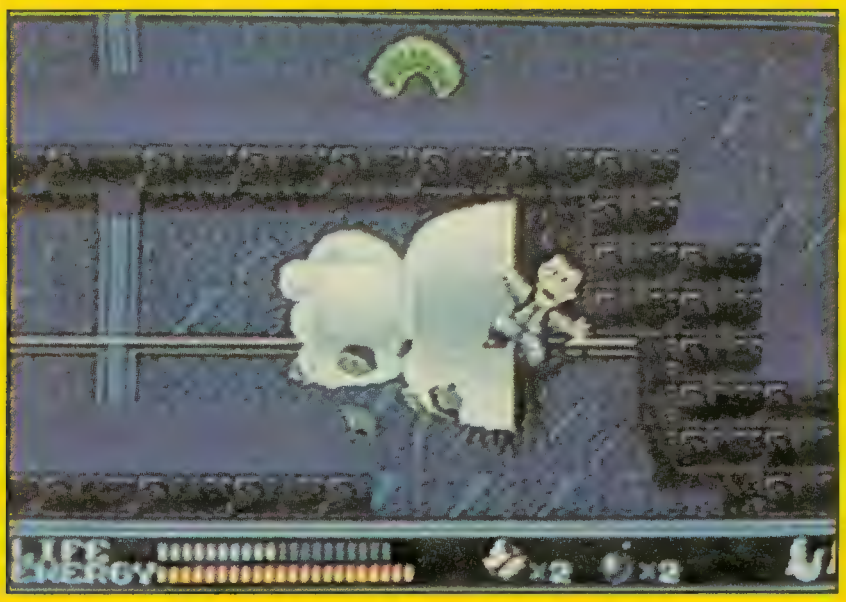
Jump when the flame dragon appears, luring him to spew his flame high into the air. As you fall back down, immediately crouch and shoot him in the neck.



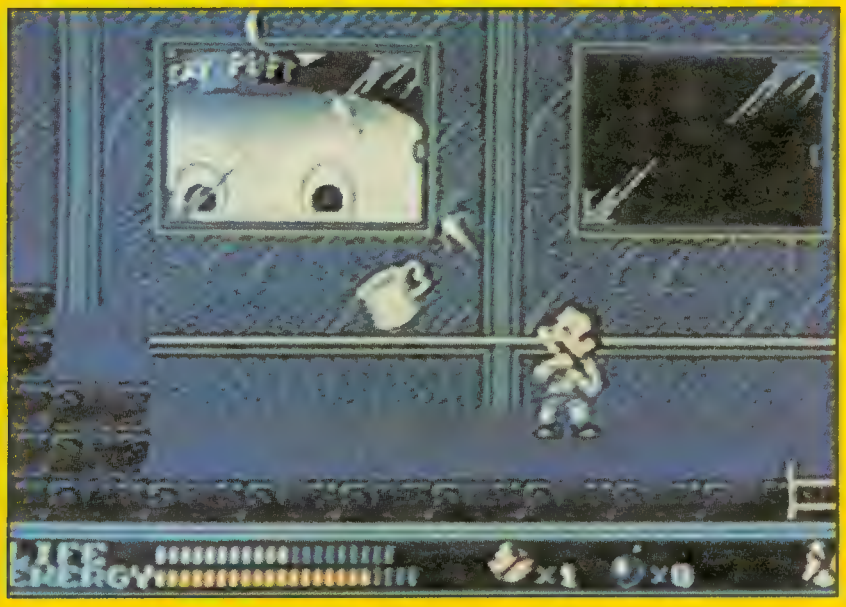
Don't be afraid of this silly-looking fellow. Use him as a springboard to the ledges above.



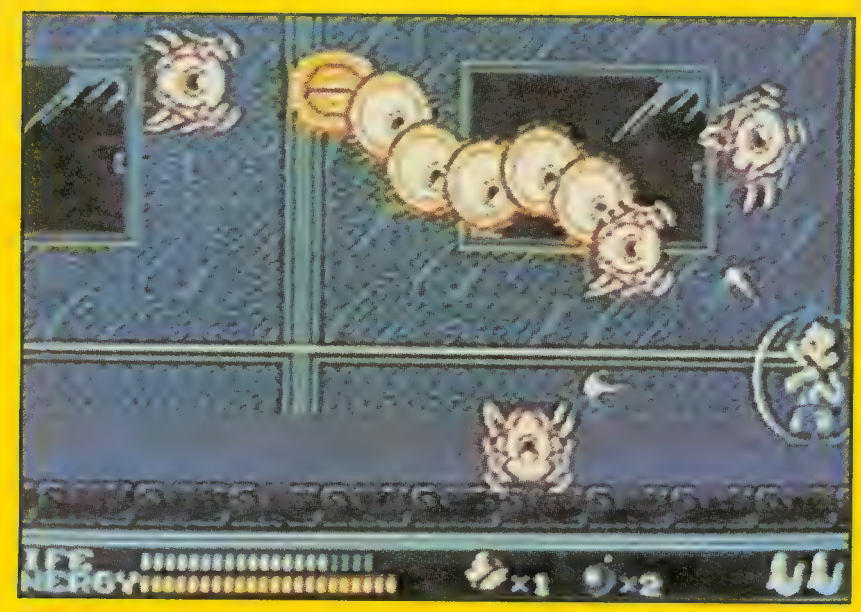
The final boss in the flaming house is a huge, fiery face that attacks from the walls. Aim for his mouth.



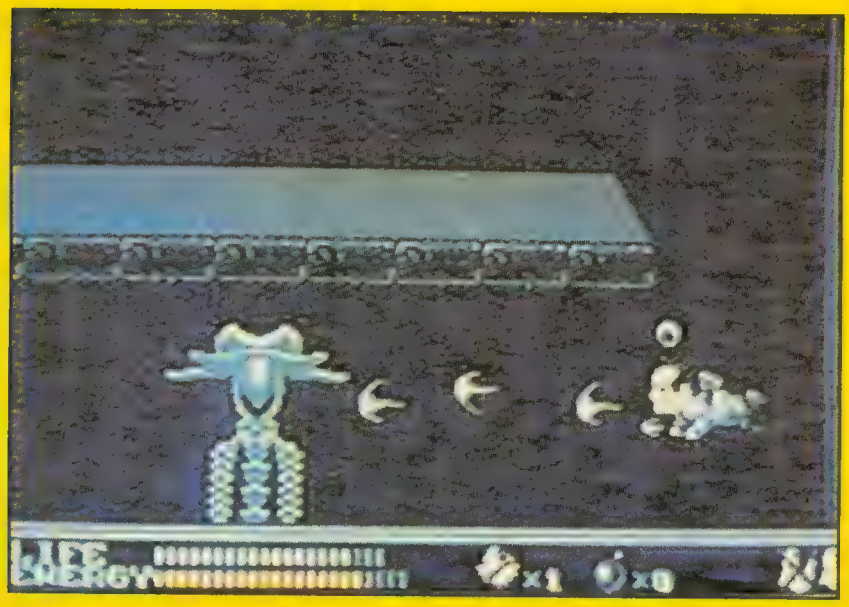
Not even the walls in this haunted high-rise are to be taken for granted. You're just walking along, minding your own business, when a giant fist sends you tumbling.



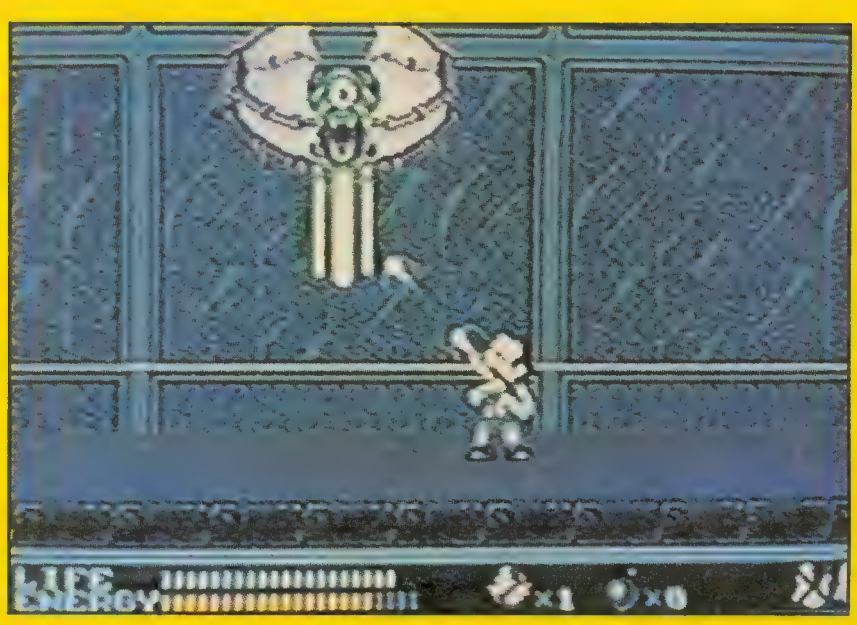
As you destroy the dancing cups, you get the feeling you're being watched.



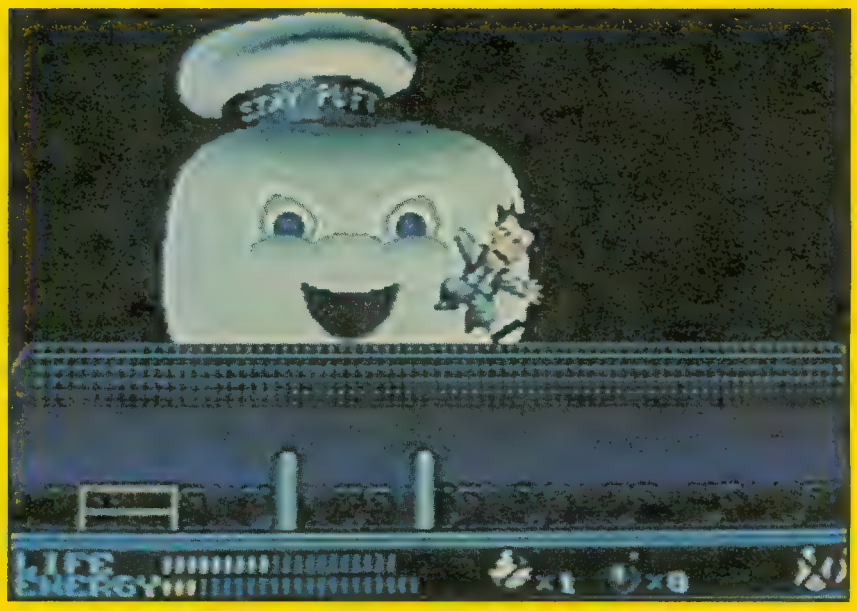
The whirling monster-worm splits into separate segments and attacks from everywhere at once.



To reach the next boss, you'll have to swim through a flooded passage. This huge squid blocks your way, but he's no match for your ghost-busting weaponry.



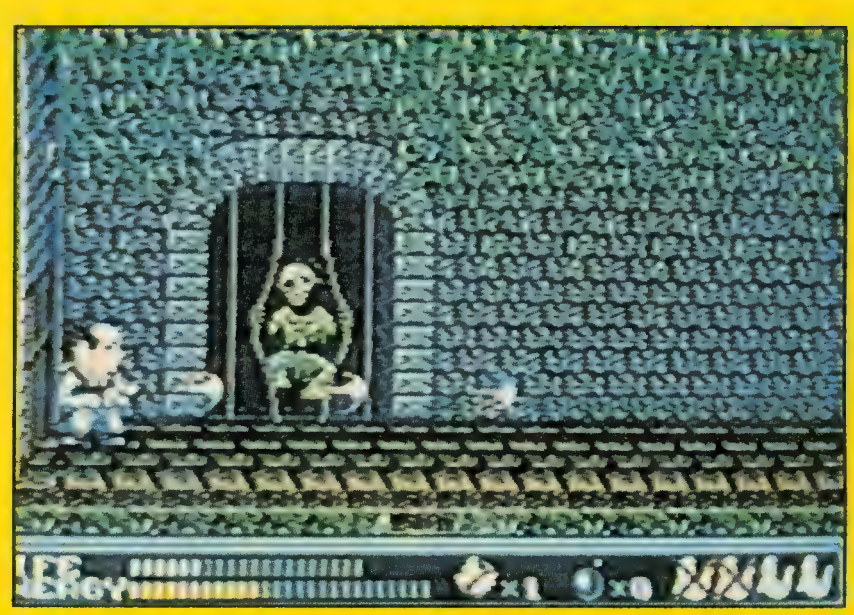
To beat this mutant Easter egg, steer clear as it bounces around the room. Shoot when it opens to fire its beam.



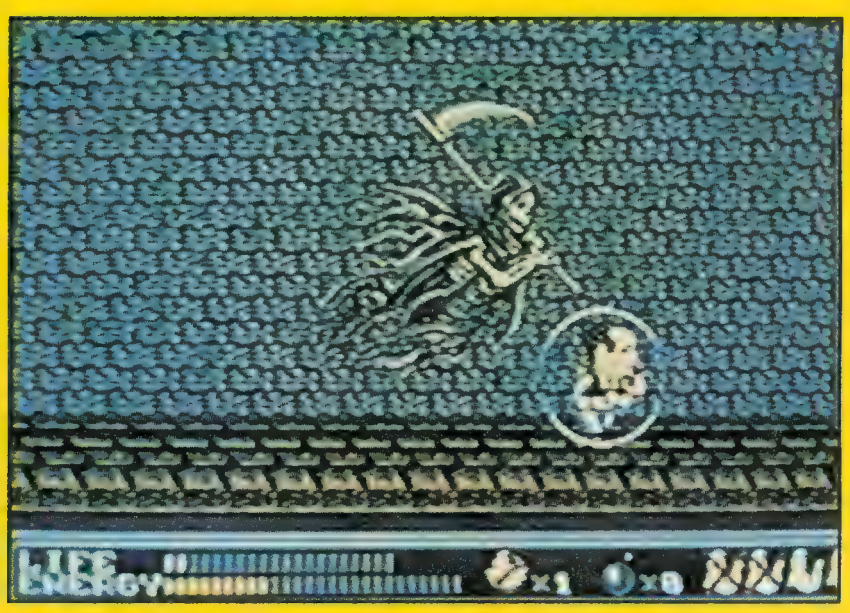
You're face-to-face with the nightmarish Stay-Puft Marshmallow Man. And he's huge — as tall as the building on which you're standing. Concentrate your attack on his nose.

Your next mission takes you to the old mansion on the outskirts of the city. You must find a veteran ghost hunter who's gone into hiding.

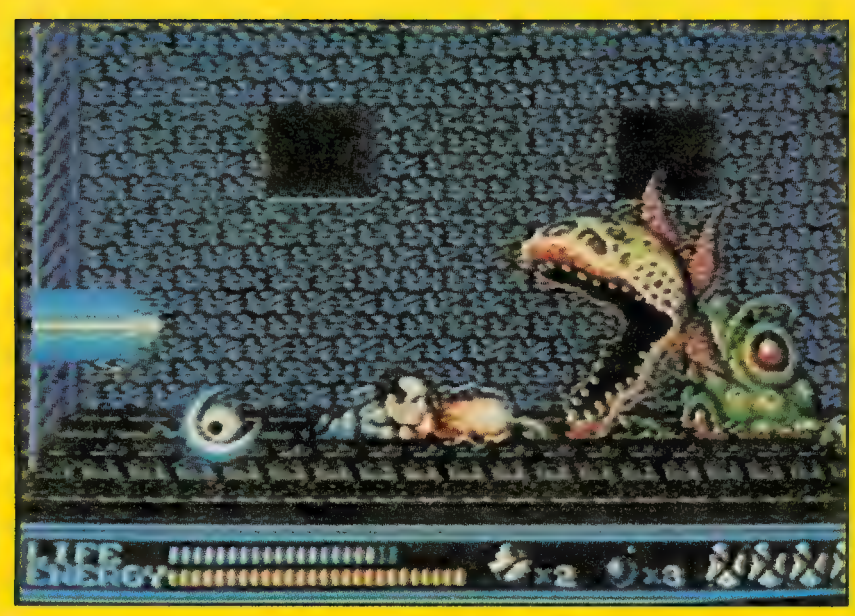
The old man has been corrupted by evil, and your friends fall into his grip. Like it or not, you'll have to fight your fellow Ghostbusters.



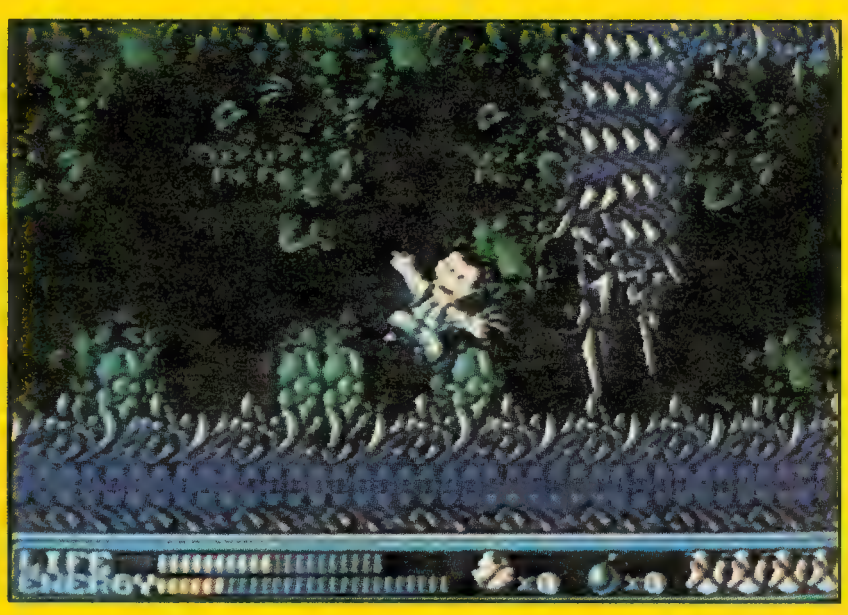
As you walk the halls of the old mansion, don't underestimate the strength of the caged skeletons. Those bars won't hold them prisoner for long.



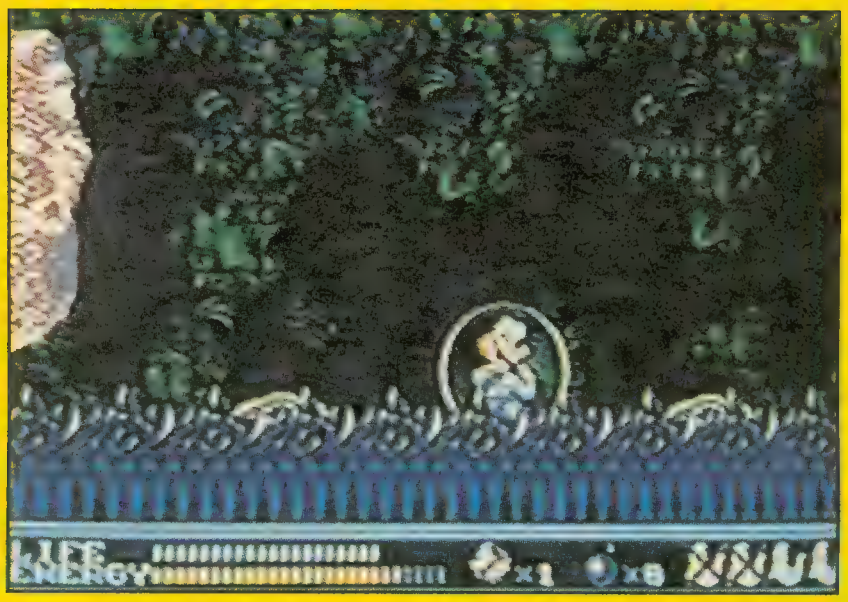
The Grim Reaper himself makes an appearance. As with most bosses, the key is to look for a pattern to his attack and learn his weakness.



Apparently a hungry relative of the plant in *Little Shop Of Horrors*, this obnoxious weed not only grows quickly, but also packs a laser. Stay low, and fire continuously.

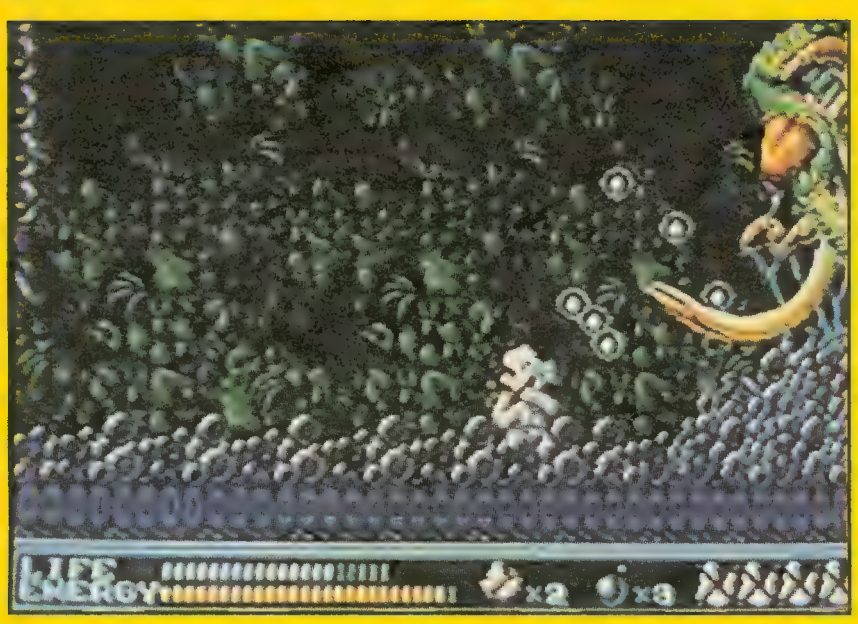


After turning the plant into salad, you discover that you've opened a vast hole in the city and evil is everywhere. Enter the hole for the final confrontation.



Basking in the powerful evil you've unwittingly unleashed, all of the boss creatures you've defeated are restored to life. Here we go again!

Keep an eye on the map on your weapons screen. It will help you find Jana, the ultimate evil.



Transformed for combat and awesomely powerful, Jana really tests your fighting skills. For starters, destroy the throbbing heart.

Use the hill to your advantage, both to avoid Jana's attacks and to get a better shot at the demon's head. If you're not careful, you won't live to see another sequel. Good luck!

GOLDEN AXE

The golden axe was the symbol of power in the land of Yuria — the sign of just and rightful rule. For centuries, the kings of Yuria had possessed the axe, and the people had enjoyed peace and prosperity under the wise leadership of their rulers.

But there was always an evil segment of the population that was not content with prosperity alone. They lusted for power and for the ruthless oppression of anyone who stood in their way. They waited, quietly scheming, until one day

Wielding his double-bladed, deadly sharp axe, Gilius Thunderhead's amazing speed and strength make short work of the enemies he meets.

they found a leader powerful enough to lead them and murderous enough to overcome all resistance. His name was Death Adder, and he and his followers destroyed all who stood against them.

So begins *Golden Axe*. You're task is to avenge your countrymen, to hunt down Death Adder and destroy his evil legions. As in the arcade game, you can play as any of three characters: Axe Battler, the barbarian; Tyris Flare, the powerful Amazon; or Gilius Thunderhead, a dwarf Viking who's faster and stronger than men three times his size.

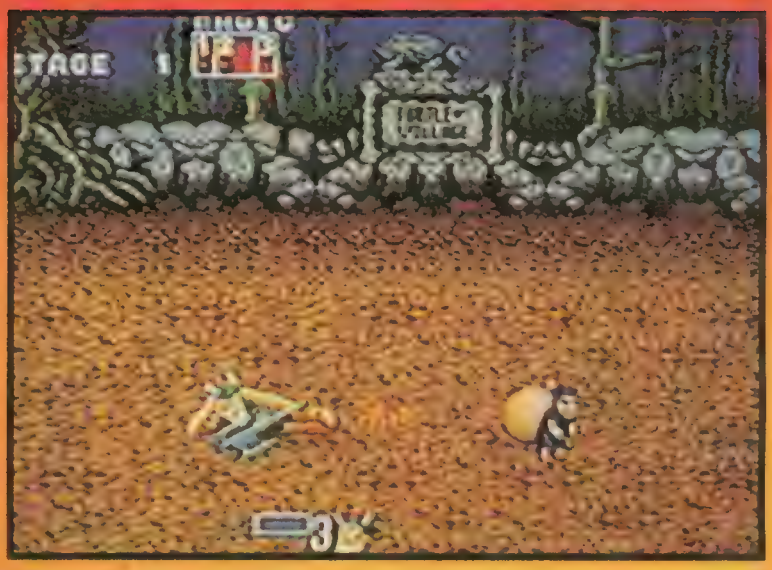
By tapping your directional controller twice in the direction of the enemy, you'll begin running toward him. Press the attack button to make a flying body-check.

Throughout the game you'll see tiny, blue-garbed thieves. Give them a tap and they'll drop vials of magic, allowing you to unleash some devastating attacks on your adversaries.

Sometimes your foes will be riding *bizarrians*, strange beasts whose powers of attack can be very helpful. If you knock an enemy off his animal, you can ride the beast yourself.

—Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080.

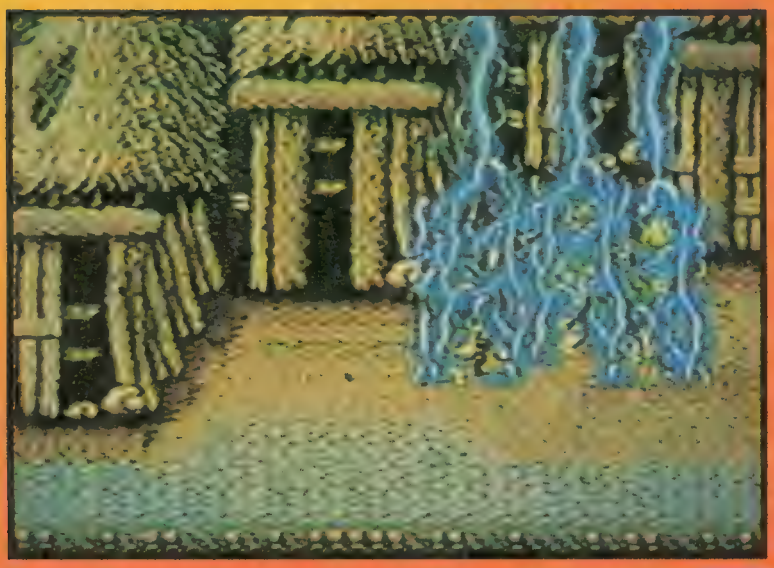
GOLDEN AXE



Between stages, thieves sneak into your campsite and steal your magic jars. Go after them as soon as you can and teach them a lesson. You'll get your magic back, and then some.

Learn the running head-butt as soon as you can. It's a quick and effective way to let the bad guys know who's in charge.

With a mighty blow, Gilius commandeers a fire-breathing bizarrian. Not only is the beast's scorching breath an effective weapon, but the animal also absorbs any damage inflicted by an enemy while you're in the saddle.



Surrounded by the enemy, Gilius decides to use magic. He tosses the magic bottles into the air, bringing down lightning all around him. Tyris Flare's magic is the most powerful.

GOLDEN AXE

The orange bizarrian attacks by spewing balls of fire. Get on him as soon as you can and shoot flame each time the enemy tries to stand.

Despite their lack of muscle, the skeletons are very quick and powerful. Concentrate on one foe at a time and don't let them surround you.

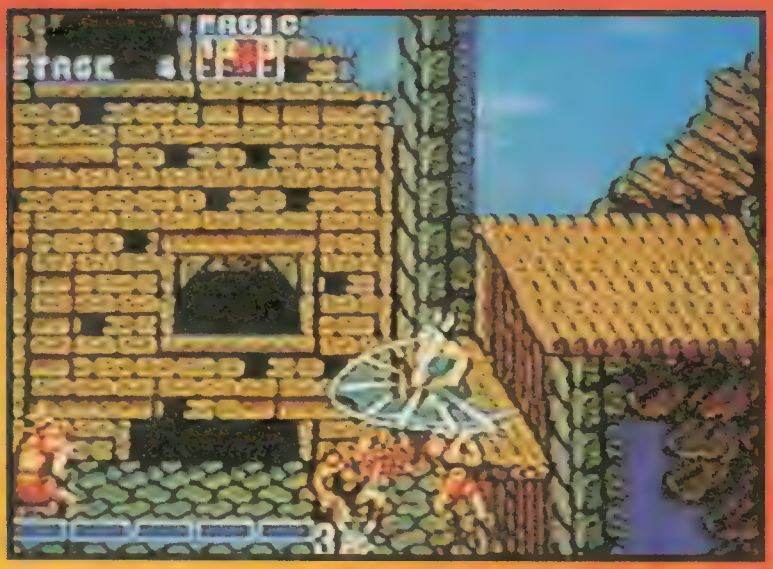
Not many people know that Gilius Thunderhead was once the world champion in the mutant toss. Once you've taken care of the mutant, try to get the bizarrian.

When this giant appears, don't panic. Stay to the left of the doorway, or his twin brother will come out, too.

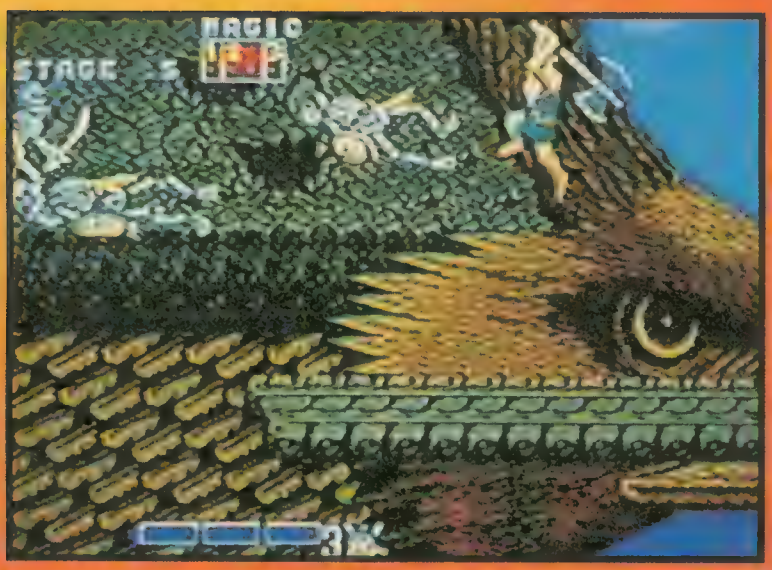
GOLDEN AXE

When you're facing this many enemies, it's important to move quickly and keep them off balance. A good technique is to jump high in the air and come down with a vicious axe attack.

The door behind you opens, and this towering tin can and his pals leap out to challenge you. If you have some magic, this is a good time to use it.

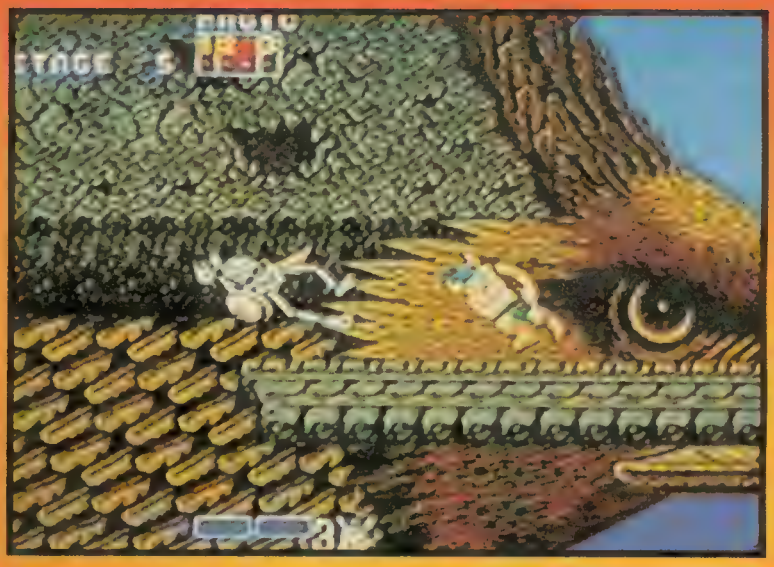


On the Fiend's Path, use the many different levels to your advantage. Attack enemies below you; they'll usually try to get onto your level to fight back.



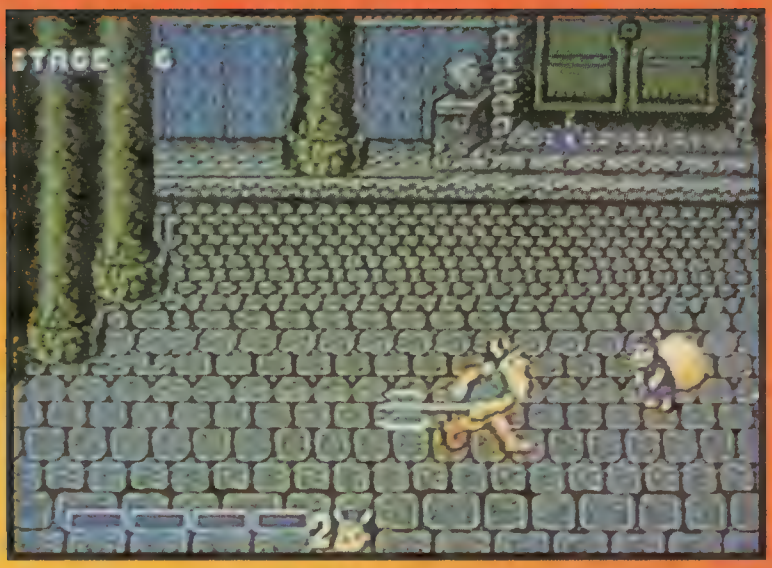
Stage 5 starts with three skeletons! Jump to the catwalk below the eagle's head, but watch your step.

GOLDEN AXE

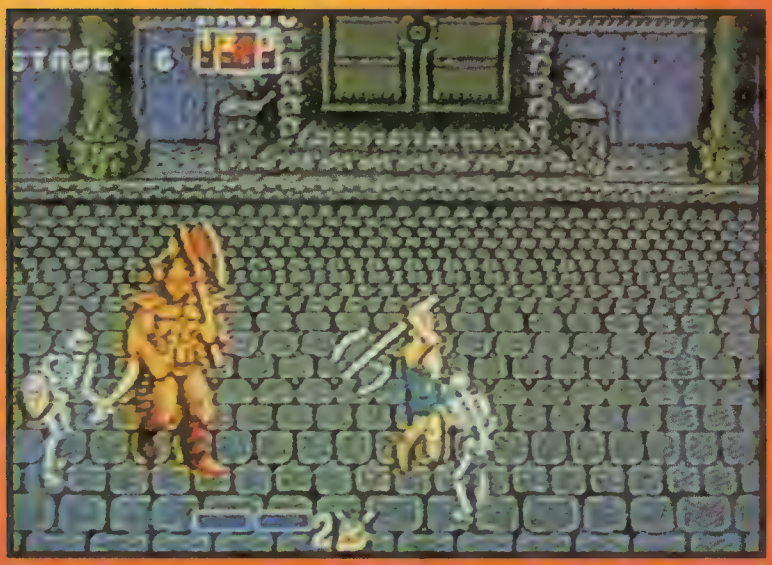


When the skeletons follow you, send them flying off the platform with a few head-butts.

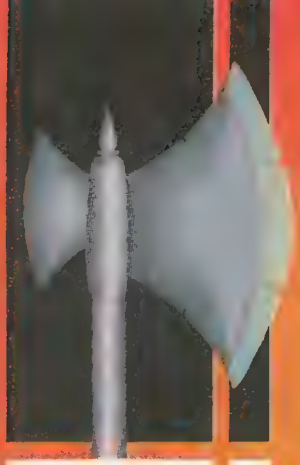
These two knights quickly corner you. Once you've weakened them with magic, back up against the wall and move left and right, attacking one and then the other.



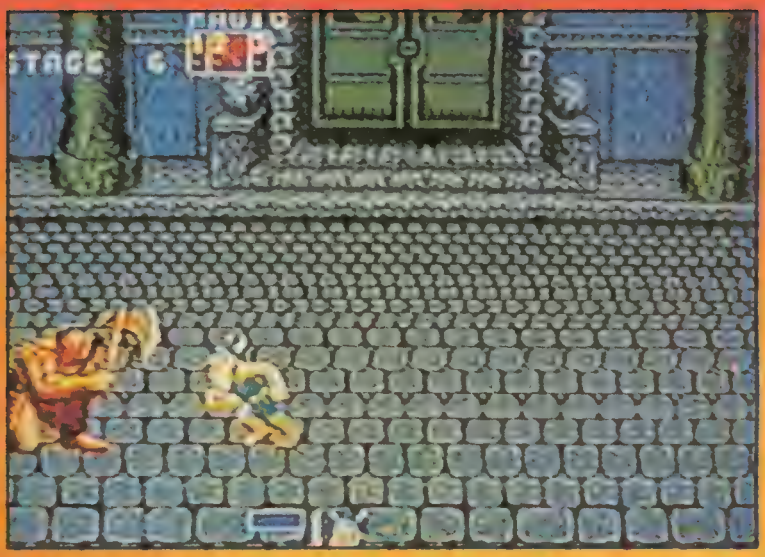
This is your chance to replenish your magic. Some pretty mean characters are about to appear—including Death Adder's formidable son.



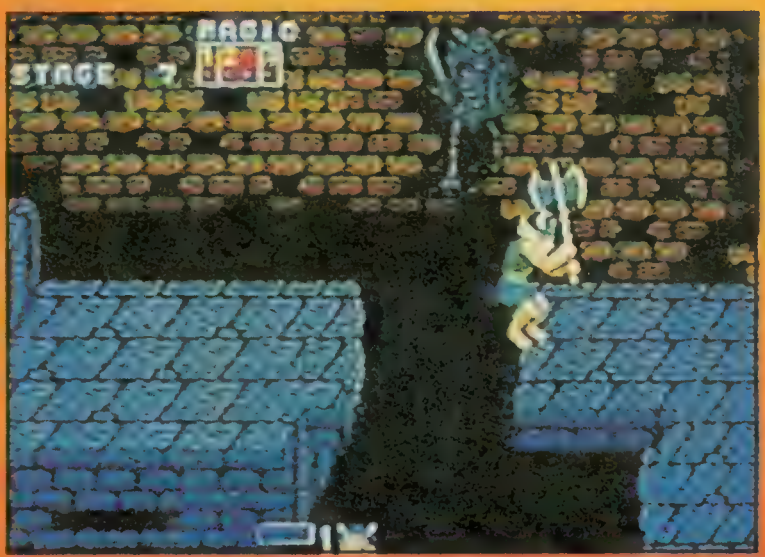
Accompanied by his skeletal body-guards, Death Adder Jr. comes out to see what the commotion is all about. Use head-butts and jumping attacks to finish off his escorts.



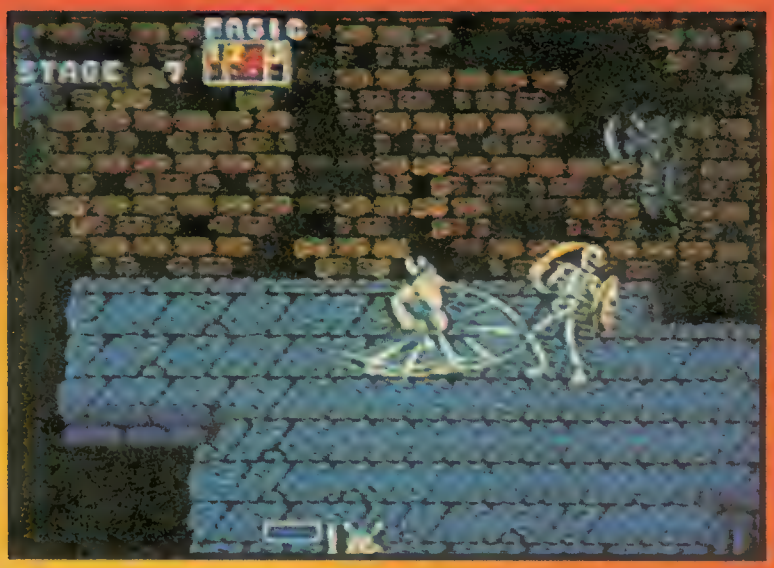
GOLDEN AXE



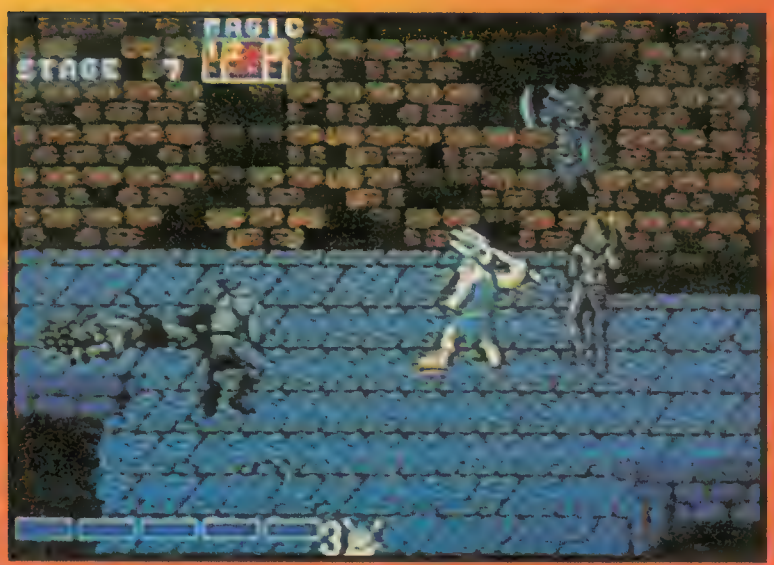
The best way to defeat Death Adder Jr. is to hit him with flying head-butts, repeating the attack just as he gets to his knees. He won't be able to stand up and fight back.



Use a running jump to clear this hole. If you jump as soon as you enter the stage, the enemies that follow you will fall into the chasm.

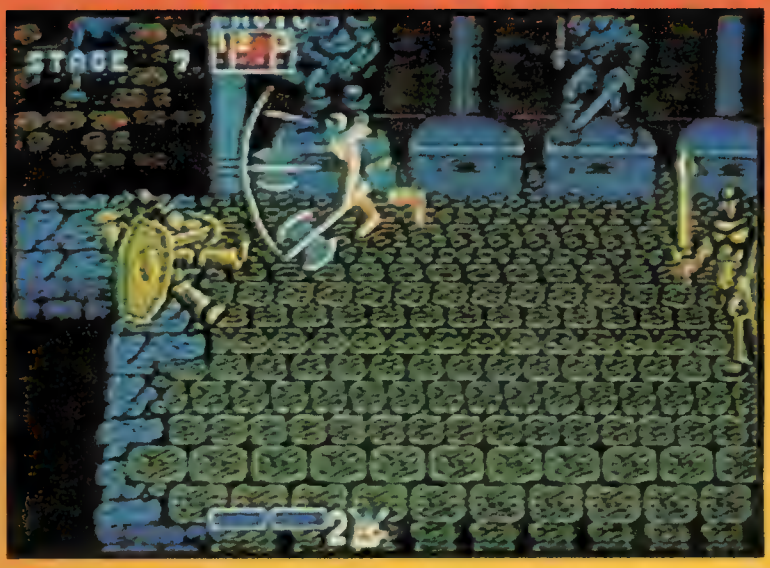


Axe flying, Gilius leaves his calling card with this skeleton. You'll have to be aggressive and fearless to get through this final challenge.

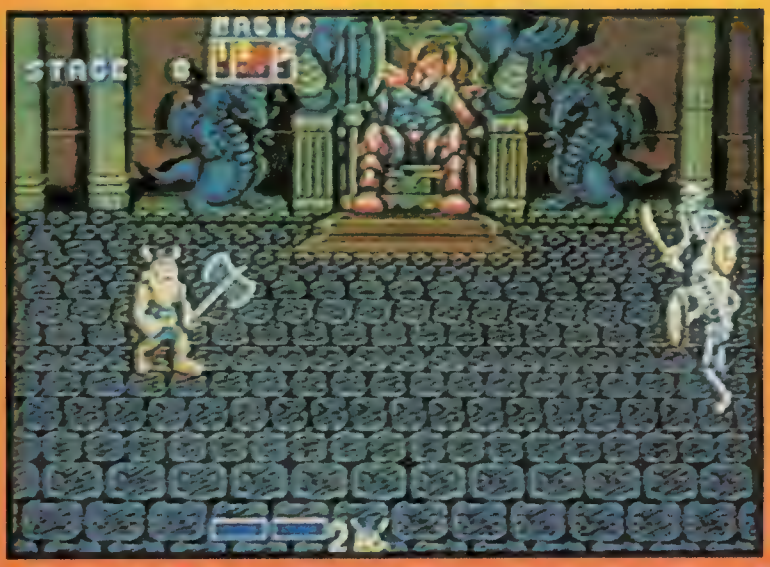


Dark figures appear, more frightening and dangerous than any you've encountered. Use the ledges to your advantage, knocking the enemies into the abyss.

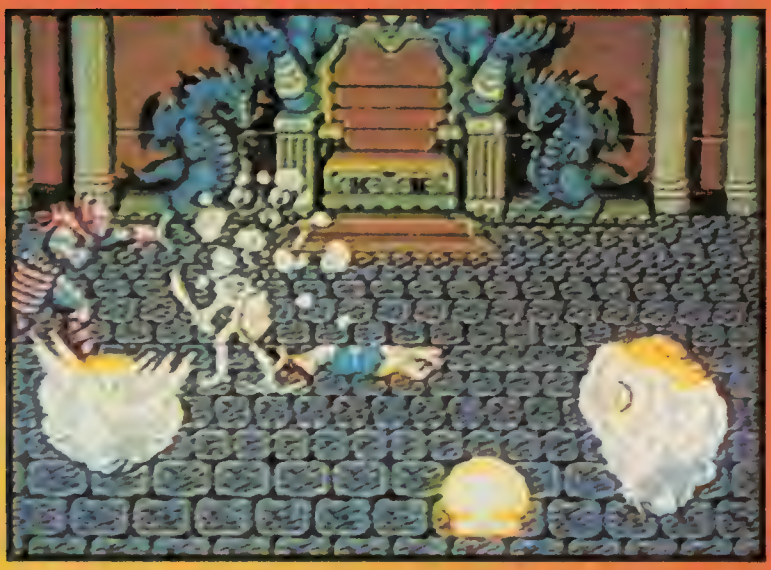
GOLDEN AXE



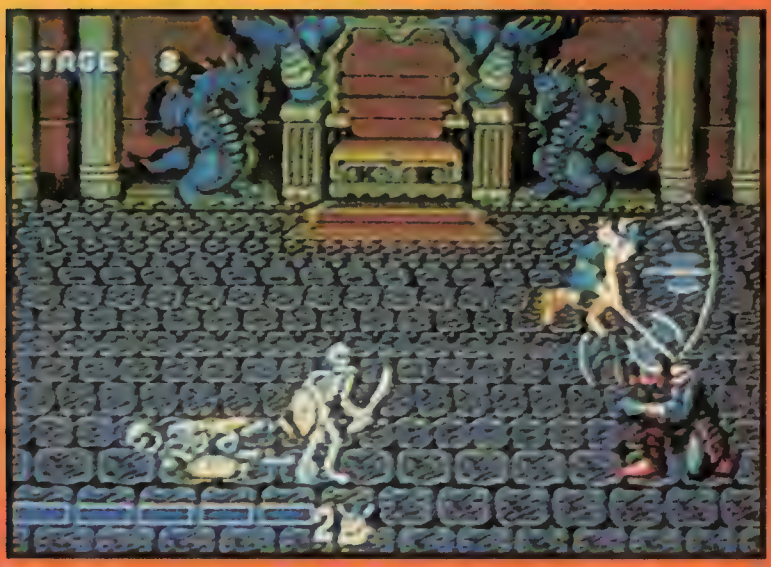
When the two knights appear, use footwork to maneuver them to the right. Then give them a shove, and they're history.



Death Adder himself sits on the throne of Yuria. Don't waste energy on his skeletal sidekicks — they're immortal.

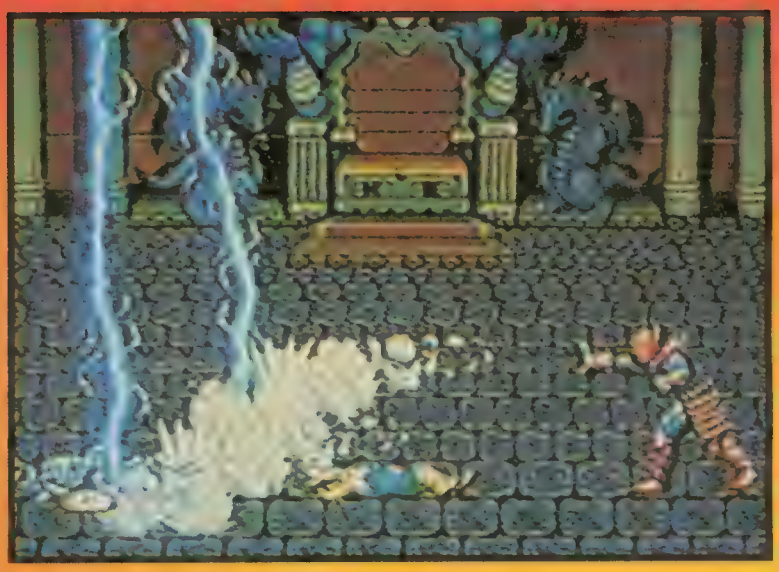


And you thought Junior was tough! Death Adder must have a warehouse full of magic bottles. He'll zap you every chance he gets.

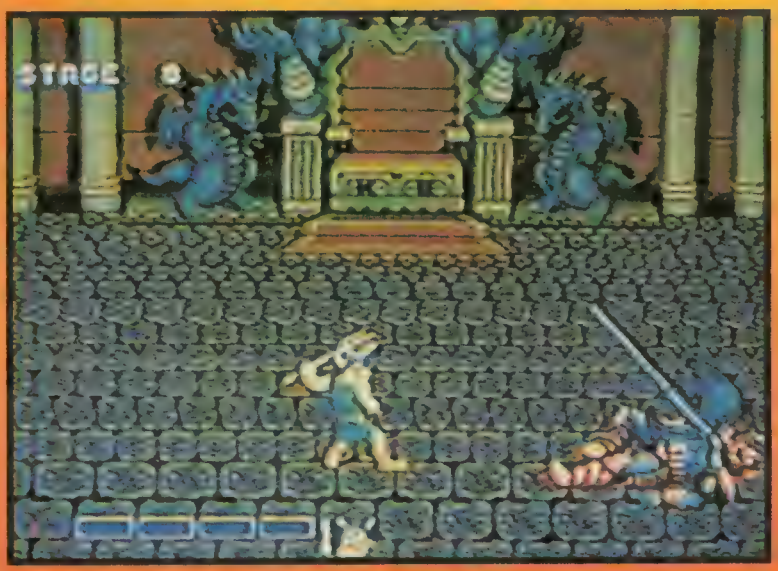


Attack Death Adder just as you did his son, keeping the pressure on so he can't get to his feet.

GOLDEN AXE



Don't let the skeletons get you from behind. Each time they knock you down, Death Adder will uncork some magic.



In an ironic and fitting end, the golden axe flies into the air, finally landing in the usurper's chest.

It's a quiet night deep in the Afghanistan countryside. A Soviet soldier walks back and forth, assigned to guard a captured American who was caught aiding the Afghan rebels. The guard relaxes as his shift wears on. He expects an uneventful night.

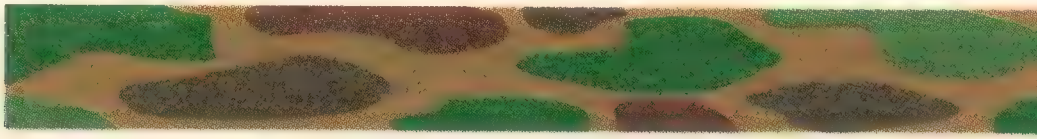
Suddenly he hears gunfire somewhere in the camp. Someone shouts, "He's there!" and the sound of exploding grenades echoes through the darkness.

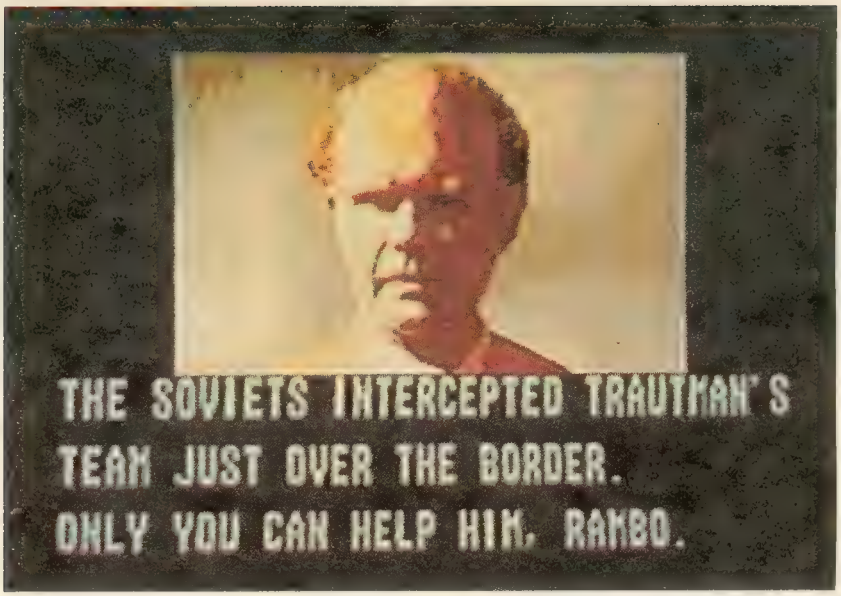
The guard steps away from his prisoner's cell and moves toward the concrete doorway leading to the rest of the camp. Suddenly a man slips from the shadows, shirtless and silent, and dodges toward the surprised guard. The intruder's knife flashes forward, and the night falls silent once again.

Only one man could invade a Soviet encampment like that, singlehandedly defeating an army of enemies. Only one man could duel a Soviet gunship with nothing but a bow and arrow — and blast the helicopter out of the sky. That man is John Rambo, raging his way through the Sega Genesis version of *Rambo III*.

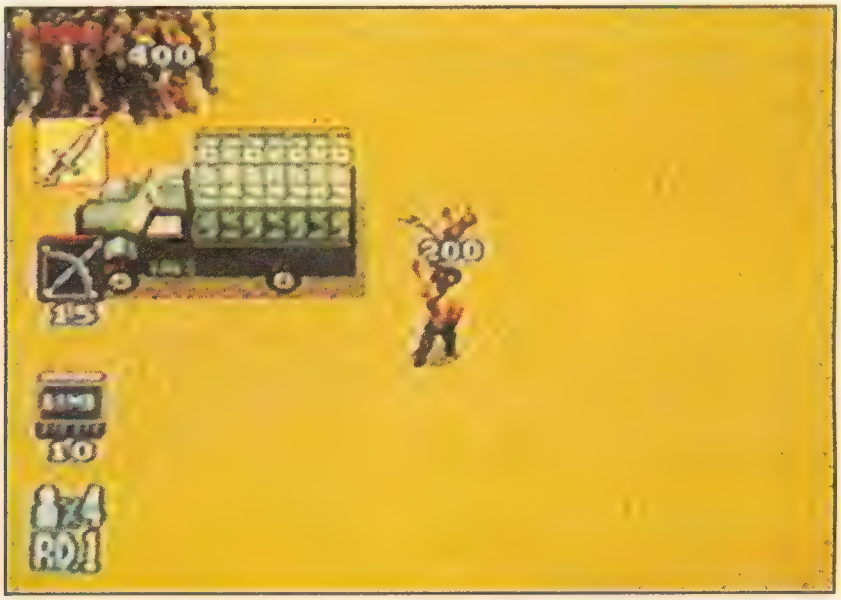
Based on the hit movie, *Rambo III* follows the former Green Beret through his adventures in Afghanistan, where he's gone to rescue his friend Colonel Trautman. Trautman was captured by the Soviets while on a top secret mission. Now his only hope is that Rambo can penetrate the considerable Soviet force and free him from his captors — before it's too late.

Sega of America, P.O. Box 2167, South San Francisco, CA 94080.



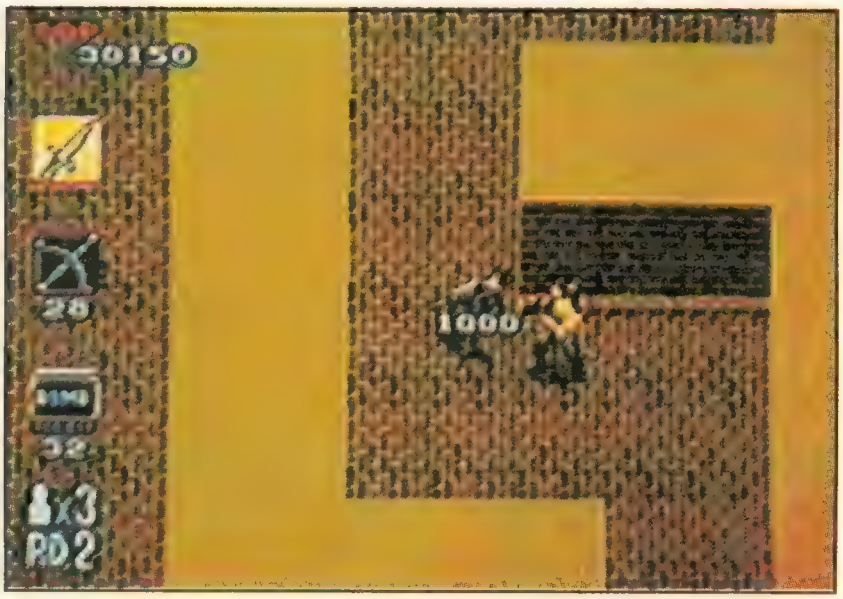


When you discover that your old friend Trautman has been captured, you leap into action. You'll carry a machine gun, a knife, a bow, a supply of arrows, and time bombs.

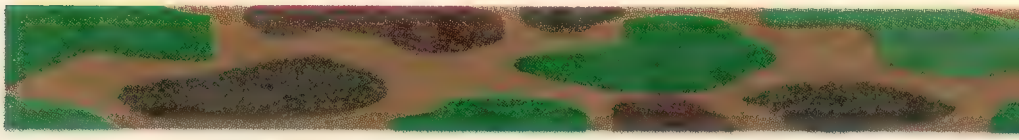


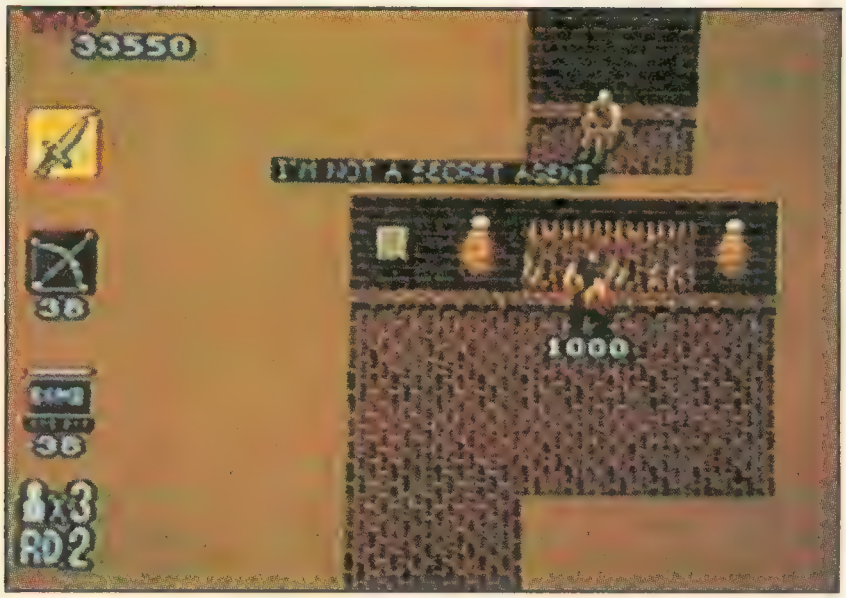
Your supply of bombs and arrows can be replenished by using your knife on enemies. Pick up the boxes left after the enemy disappears. Sometimes you'll find an extra life.

When Rambo stands still and fires his machine gun, he sprays a stream of bullets back and forth like water from a hose. A few moments of that is all you'll need to bring the wall down.

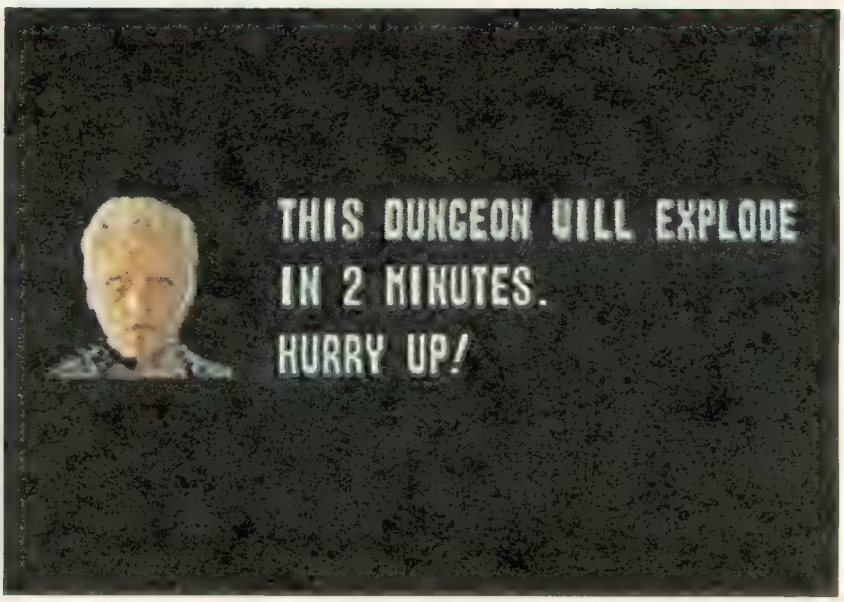


In the second stage, Rambo must rescue three men held captive in this mazelike prison. Use the walls as cover, and knife as many enemies as you can for extra supplies and high scores.





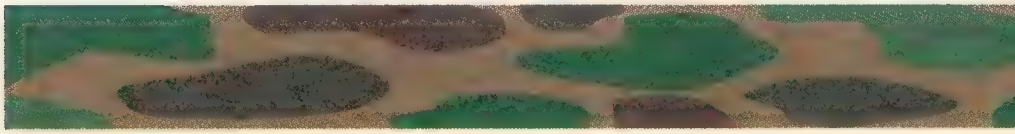
No matter which prisoner you free first, he won't be the secret agent. The man you're looking for will always be in the third cell, but you must free all three to advance to the next level.

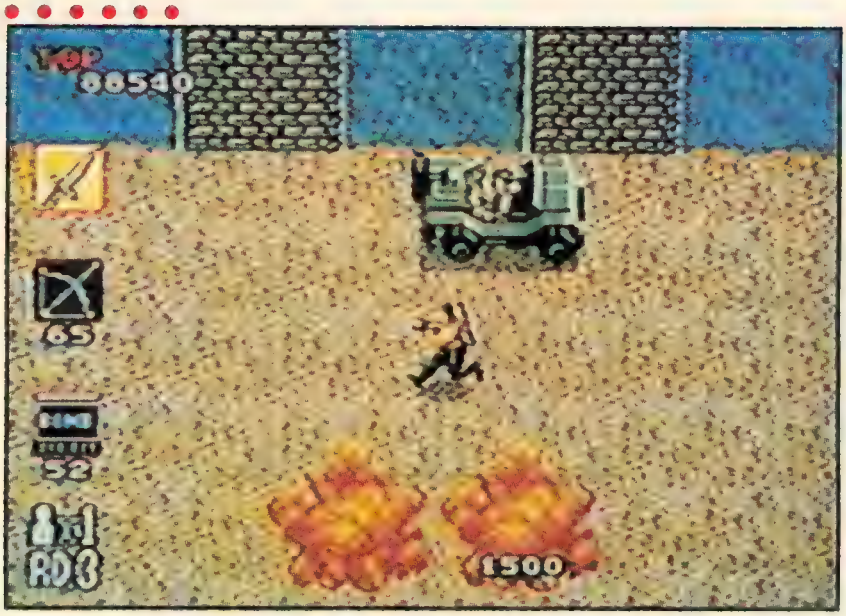


You've freed the secret agent, but the dungeon is booby-trapped. You'll have to find the exit soon, and the guards have called in reinforcements.

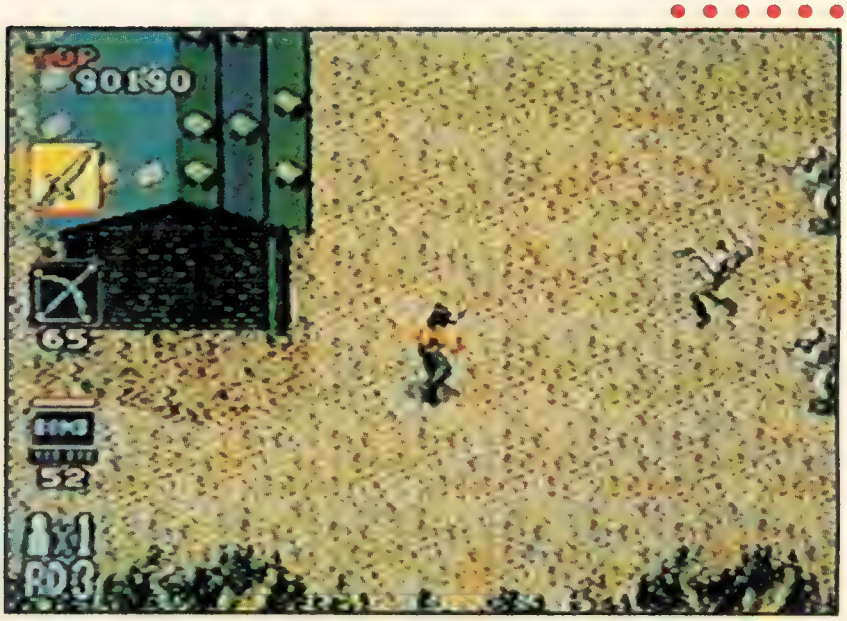
This doorway leads to the exit — and it's clogged with enemies. Dodge quickly toward them, drop a bomb, and then sit back and watch the fun.

Your third mission, getting to the arsenal, is best accomplished at top speed. Watch the brush along the road for hidden enemies.



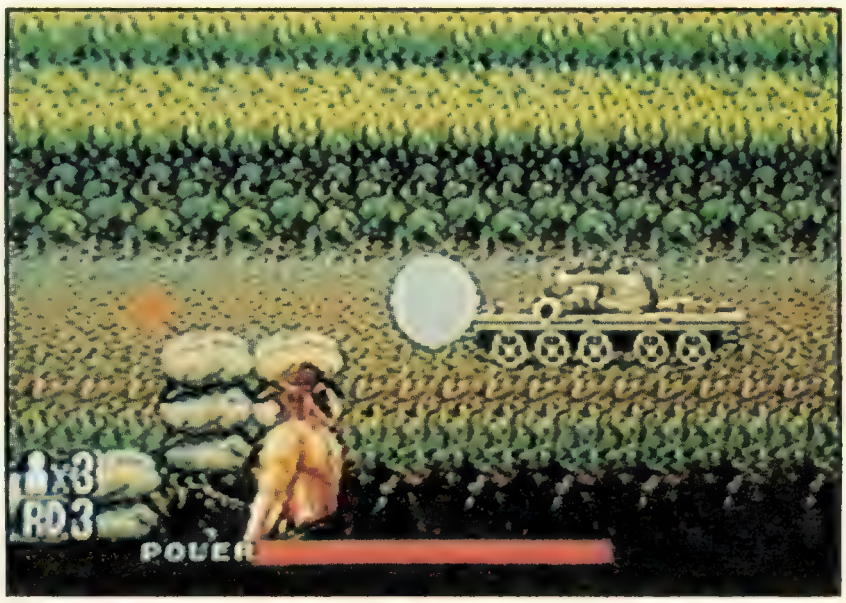


Start firing before you set foot on the bridge, sweeping your gunfire left and right.

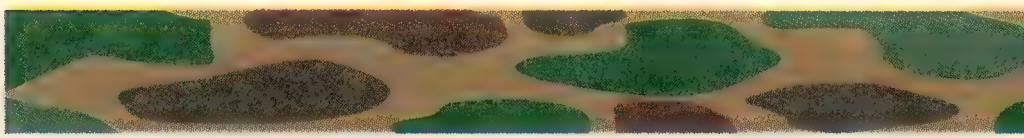


Be sure to get all three of these guys, or they'll attack from behind. Get ready to drop a bomb as you pass the tower that's coming up.

Watch the gun turrets in the wall and try to spot their pattern. Run forward and drop as many bombs as you can, then fall back and blast the wall with gunfire while dodging bullets.



In this bonus stage, it'll take two arrows to stop the tank. Use the sandbags at the left for cover, stepping out from behind them to shoot.



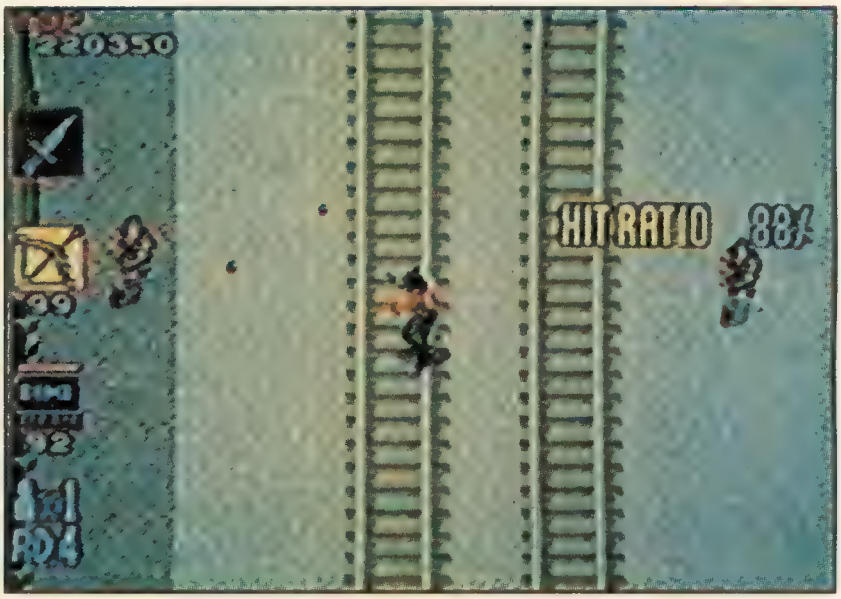
The key to getting through this level is knowing exactly where to go. Start by moving left, then move down once you reach the wall. Destroy this section of the wall to enter the storage area.

After you've blown the wall, move down and through the automatic door. Keep moving left and down, and you'll come to this stash of ammo.

The best way to blow up the crates is to stop in the doorway, sweeping your gunfire back and forth across the ammo. You'll soon be rewarded with a massive explosion.

After you've destroyed the first weapons cache, run through the room you've just attacked and out through the back. Go right, across these tracks, to find more weapons.

Crates of missiles, all bearing the Sega logo, are stored here. To destroy them, blast the center crate. It will blow up, taking out the two crates to the right. Now go in and get the last two crates.

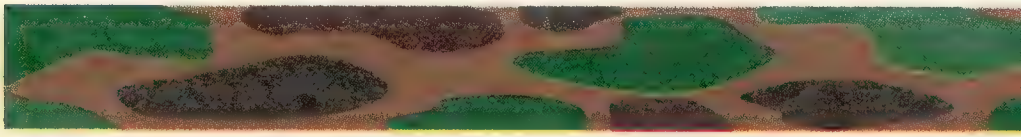


Once you've destroyed all the crates, go down, toward the automatic door, but bear left rather than going through it. Now run toward the top of the screen and out across the double tracks.

RAMBO III

To escape, you'll have to destroy a few helicopters. Use bombs, and watch those guards!

The fifth mission starts out looking like a piece of cake. Do these two Soviets think they're any match for Rambo?

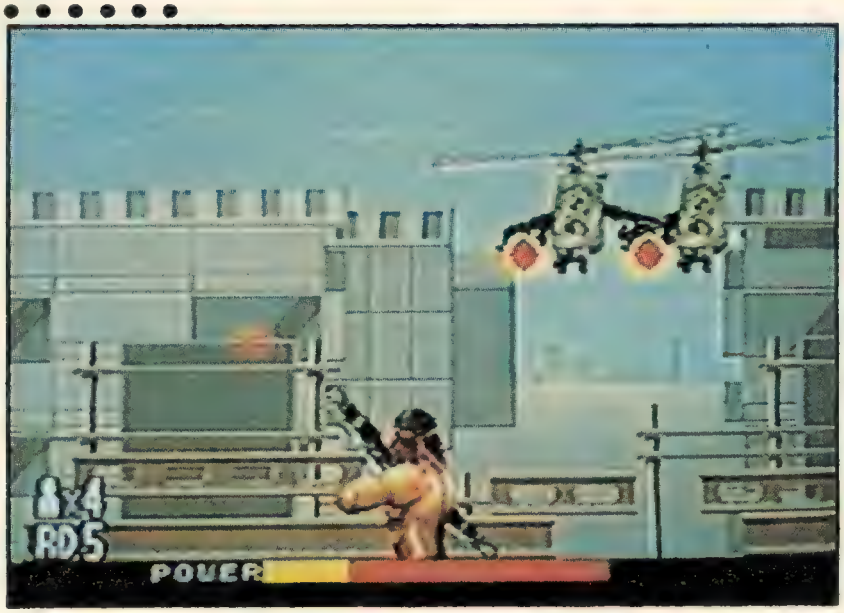


Whoa! Looks like the enemy is starting to take Rambo seriously. As soon as the tanks appear, move to the bottom of the screen to avoid their shots.

Tanks are no trouble at all as long as you stay alongside them. Their guns can't reach you here, and a well placed arrow will destroy them.

As you run up the long courtyard, you'll have to destroy a few tanks. Just slip next to them, get an arrow ready, and roast 'em.

Blast this transformer with a flaming arrow, then run left.

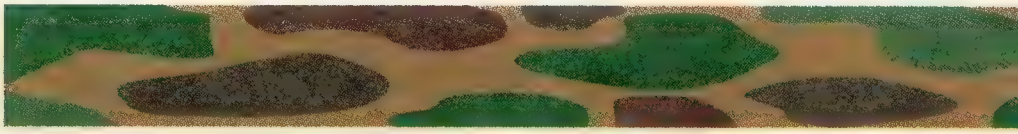


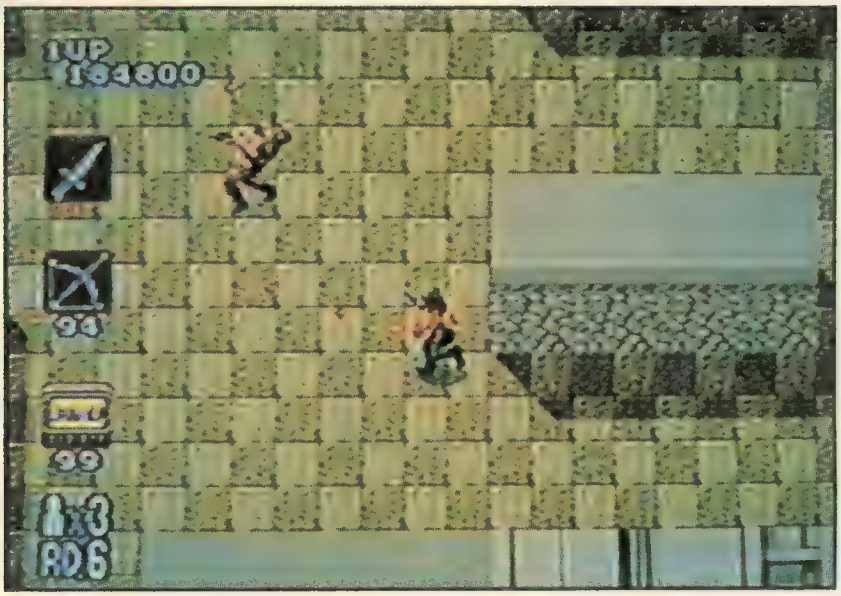
Two gunships face you in this bonus stage. Wait until they duck behind the building at the right, then shoot just as they come back into view.

The final mission— everything is at stake now. Either you'll rescue Trautman or die trying.

As you pass these guns, don't try to do anything but survive. Keep your gun blazing, and drop bombs to stop anyone who gets behind you.

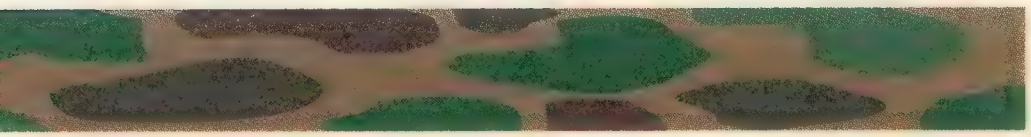
Rake the doorway with gunfire as you enter. Don't risk yourself by trying to go after every soldier. Just take care of the ones in your way. You'll need to go left at the first opening.





Keep going left. Use the walls as cover, just as you did in the prison camp.

You'll come to a dead end, but don't panic. If you drop a couple of bombs in the lower right corner, a shortcut will appear.

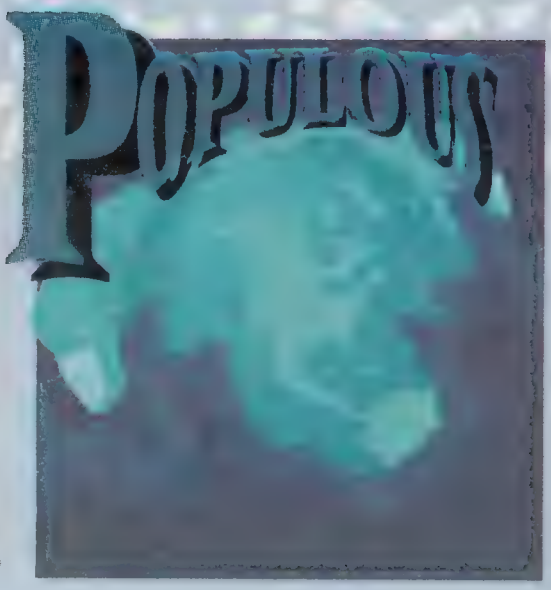


Once you've fought your way through the winding maze, you'll come to a set of railroad tracks. Follow the tracks toward the top of the screen.

Finally, in the last cell on the left, you find the colonel. Blast the iron bars, and he's free!

There's still one more obstacle — well, make that two. Between the tank and helicopter, you'll be pinned down by gunfire. Use the rocks as cover and blast the *helicopter*. You'll kill two birds with one stone.

Rambo and Trautman are safe, and the two friends leave Afghanistan. The war soon ends, but the people will always remember the bravery of John Rambo.



According to the legends of many ancient civilizations, there once were several gods struggling for sole rule over the world and its peoples. *Populous* gives you the powers of these ancient deities, letting you play out the eternal struggle of good versus evil.

There are nearly 500 worlds in the game, each with a unique combination of terrain, climate, and physical laws. The worlds are populated with good people (your followers) and evil people (who worship your opponent, the evil god). While there are many subtleties to *Populous*, the basic premise is quite simple. You must end up with more and stronger followers than your evil opponent, and ultimately wipe the evil ones from the face of the earth.

Your first task is to provide your people, known in the game as walkers, with expanses of flat land by raising or lowering the natural topography. Your followers will begin to build settlements and grow crops. The more flat land you make available, the more your followers will prosper — by growing more crops, which will support larger settlements, which in turn produce stronger people. The amount of crops is also vital to your performance as a god. The more your people produce, the more powerful you become.

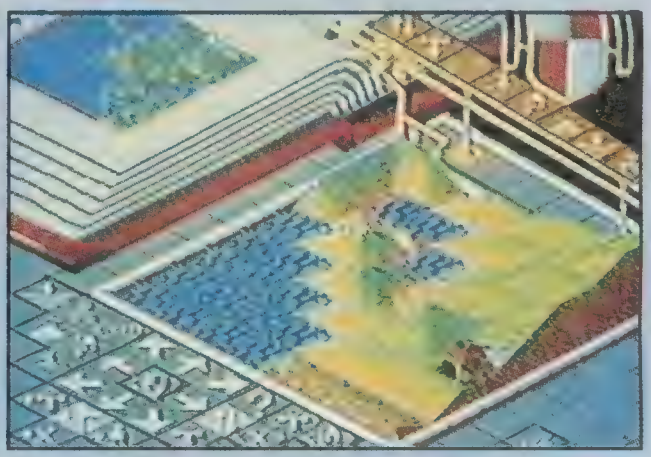
Eventually your people will meet up with the evil walkers. If they are strong enough, your followers will overwhelm the evil folk and take their lands.

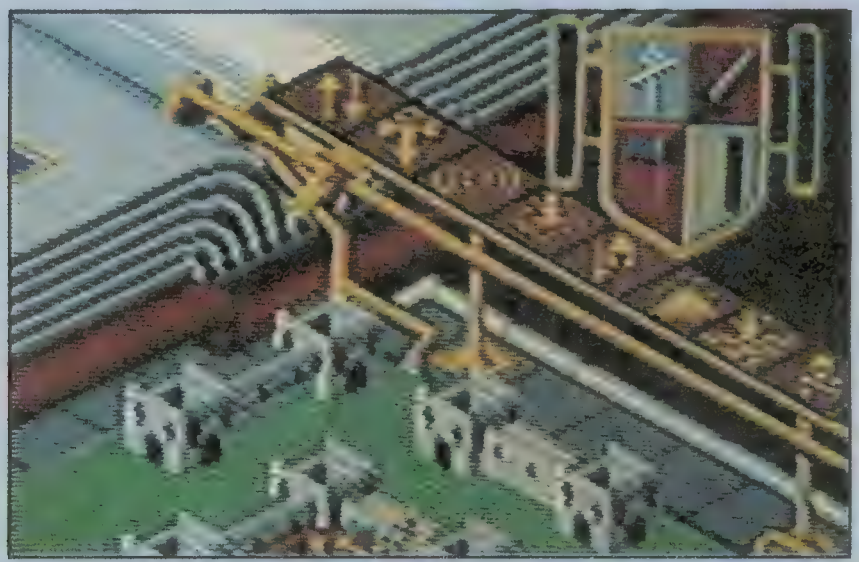
But if things are fairly even between good and evil, you may have to resort to unleashing natural disasters — such as earthquakes, floods, and volcanoes — on the evil settlements. And when you feel your numbers are large enough and powerful enough, you can call for the final, decisive battle — armageddon.

—Sega Genesis. Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404

In the first few worlds the celestial deck is definitely stacked against the evil god. There's not much you can't do to him, given enough manna — the measure of your divine power.

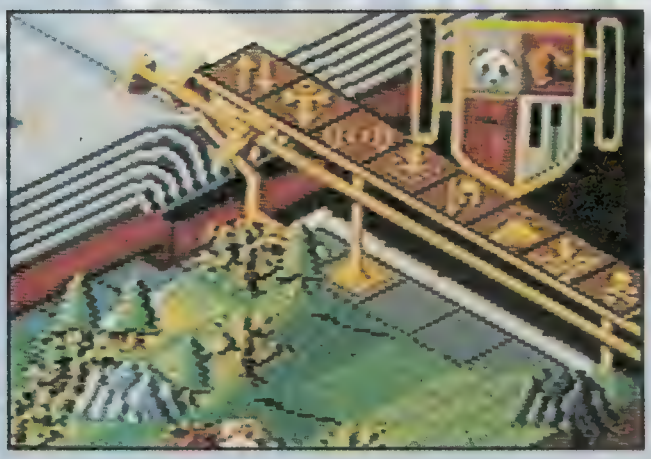
There's not a lot of open land in the dawn of a new world. Until you can flatten out the landscape a bit, your settlements and your population will stay small.

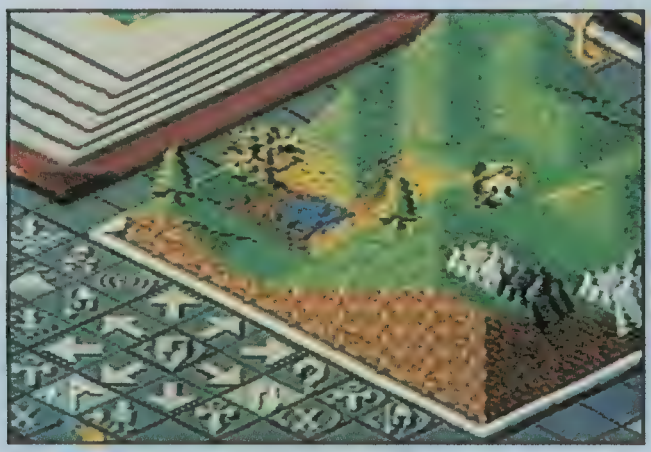




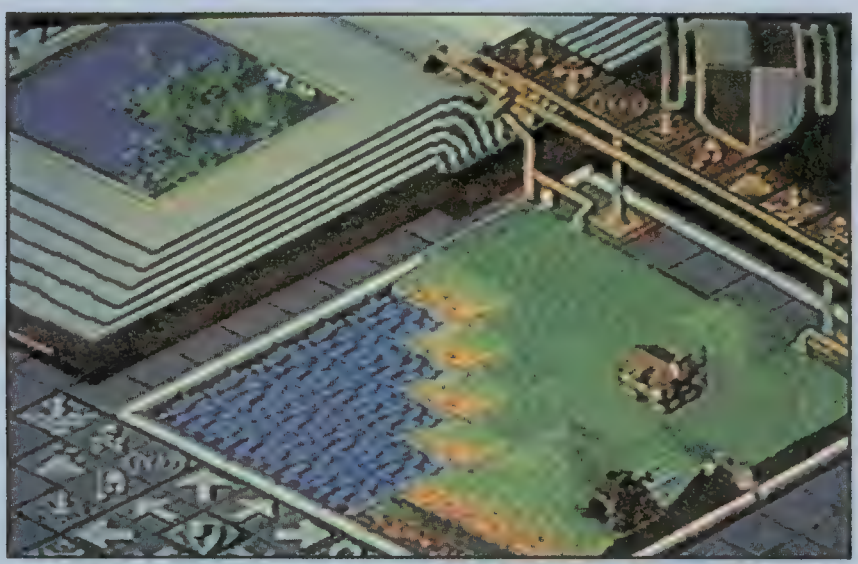
The manna bar measures your powers, and indicates which of the powers and disasters you can call up. The info shield gives information on individual walkers or settlements.

You can get information on the evil walkers by tagging their settlements with the info shield. Just click on the ? icon to change the pointer to a shield.

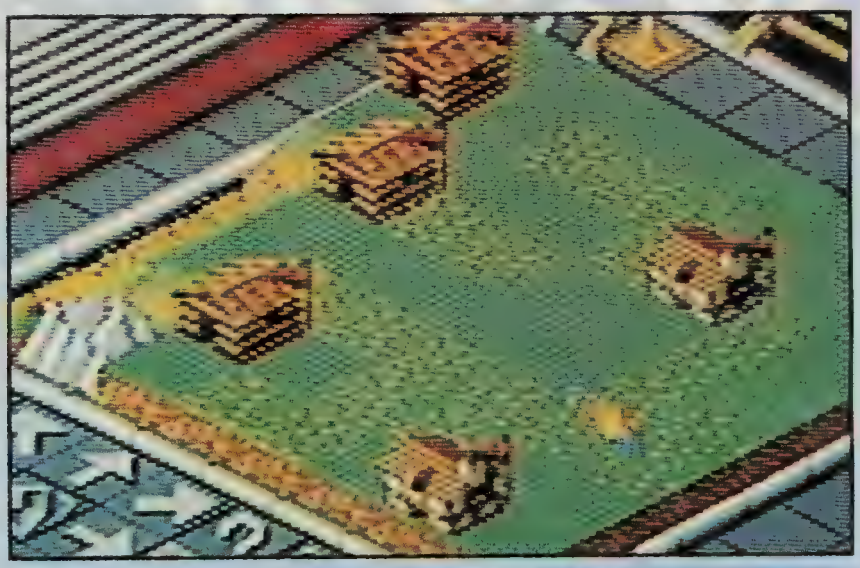




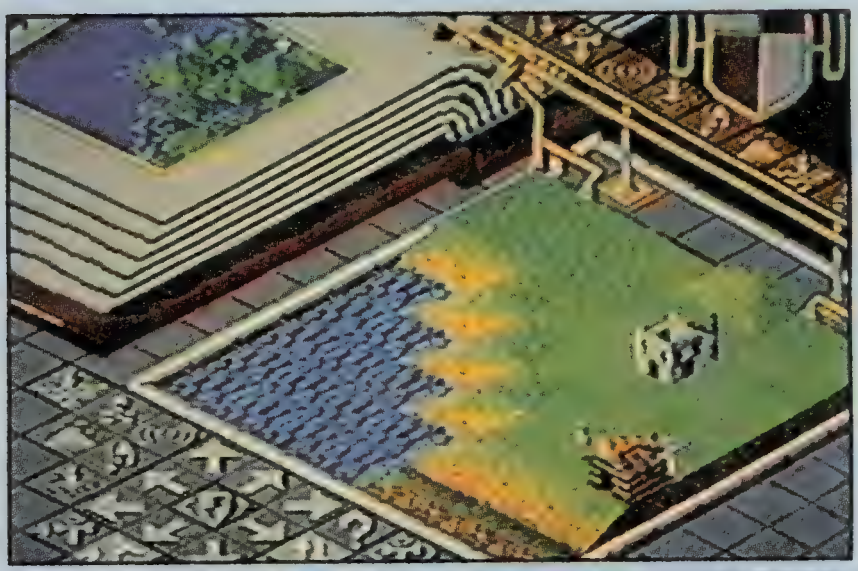
The evil leader carries a horned skull. Once you've tagged him with the shield, you can follow all of his movements.



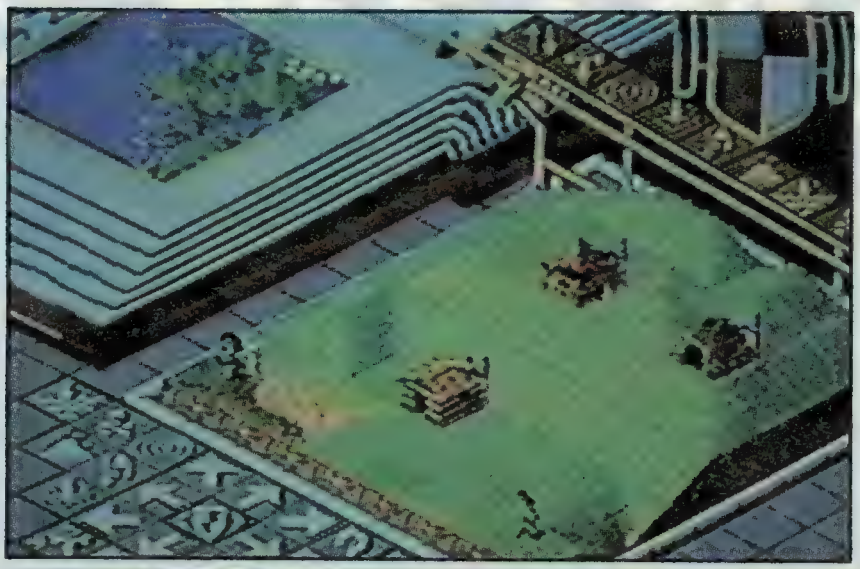
When you've flattened out some land, your settlements will begin to evolve. The type of structure gives an indication of the settlement's relative strength, with castles representing the most advanced settlements.



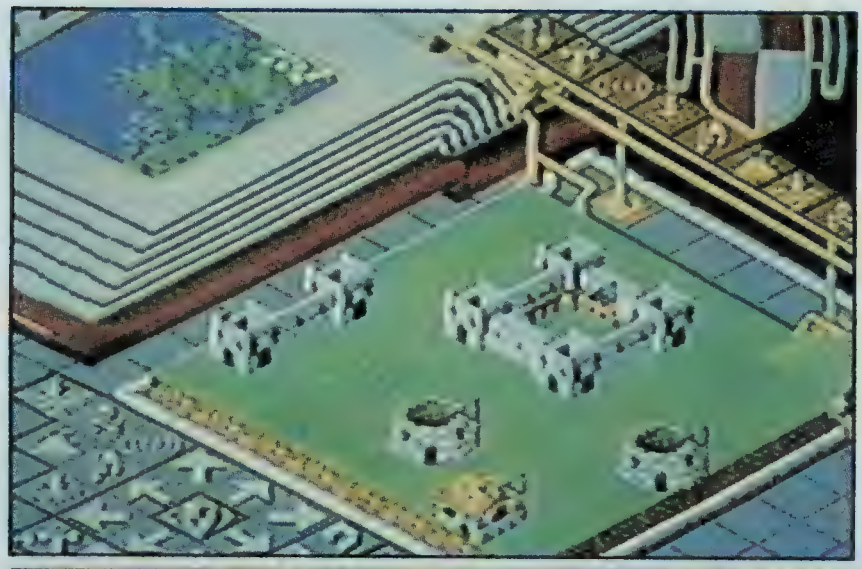
Swamps are a good way of limiting the expansion of the evil walkers' settlements. Swampland not only swallows up walkers, but also destroys valuable cropland.



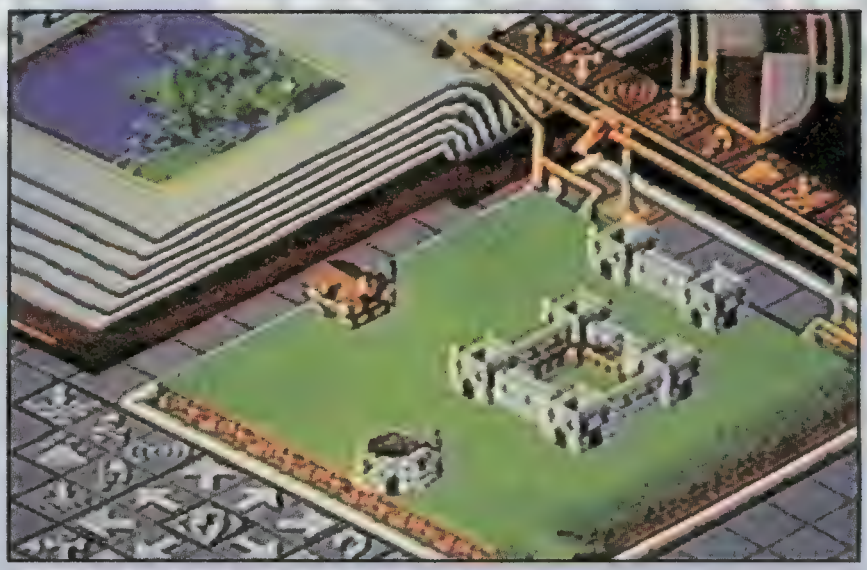
The large ankh is the papal magnet, and the smaller ankh is carried by your tribal leader. By moving the papal magnet and ordering your walkers toward it, you can cause them to strike out into new territory.



The problem here is that while the walker has established another settlement, the surrounding topography will inhibit growth. Some land lowering would really help.



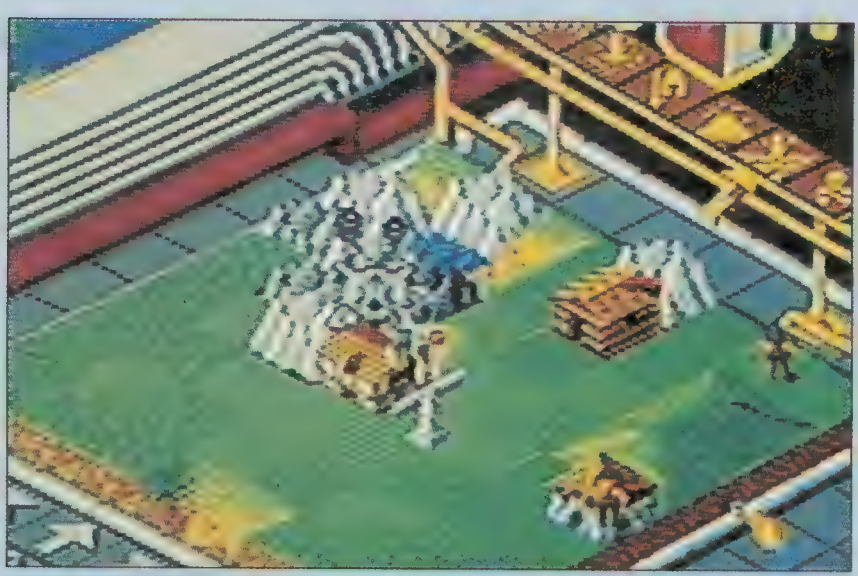
Castles produce the strongest, most advanced walkers. You'll want to establish several castles before taking on the evil god.



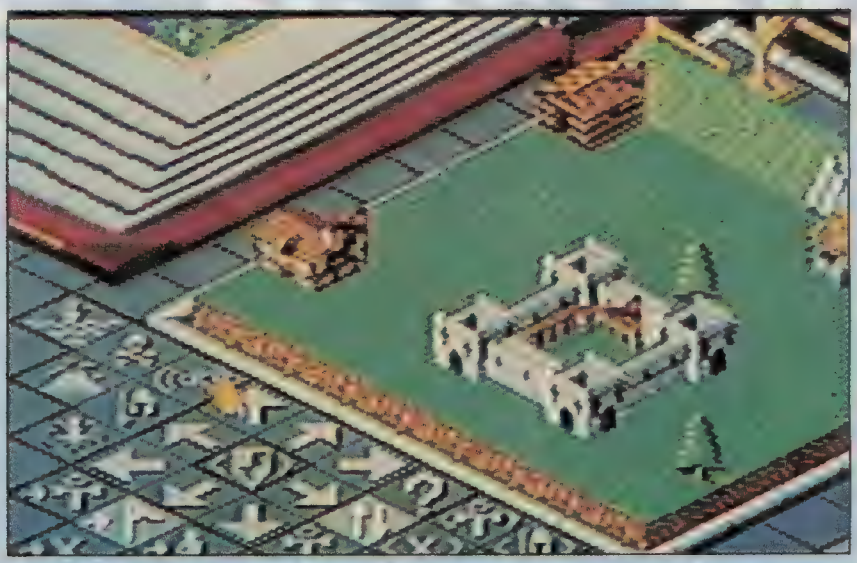
The first walker to touch the papal magnet becomes your tribal leader. If he dies, the first walker to touch the magnet following his death is elevated to the leader's position.

When your leader becomes strong enough, you can turn him into a knight. Knights are fighting machines, leaving scorched and barren land in their wake.

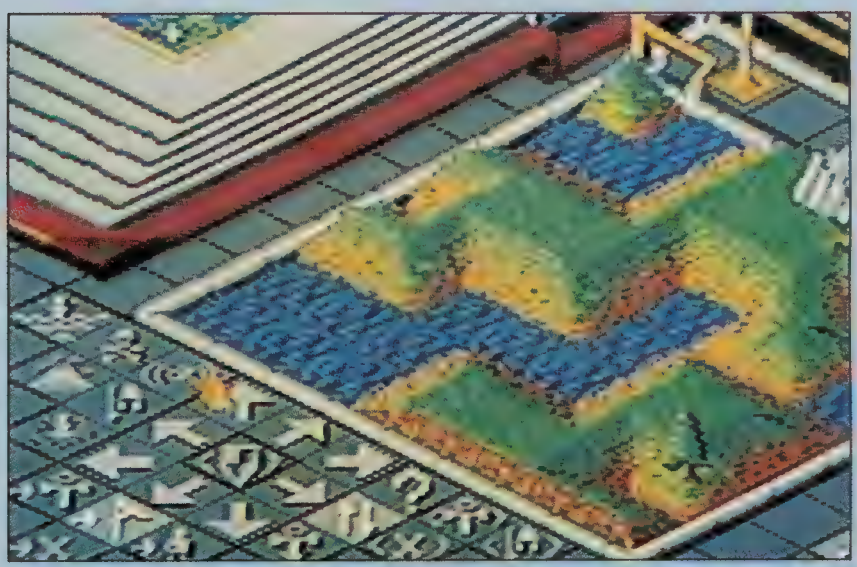
Knights automatically head for evil settlements. They're quite powerful, but they can be defeated and will weaken with time.



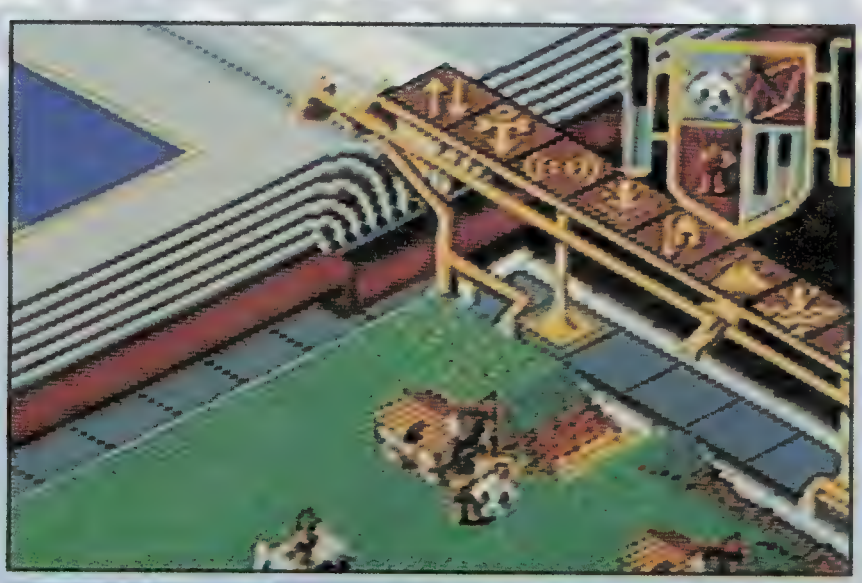
You can't control every event that might take place on your world. This giant crab, which leaves rocks and barren ground in its wake, can destroy many of your settlements.



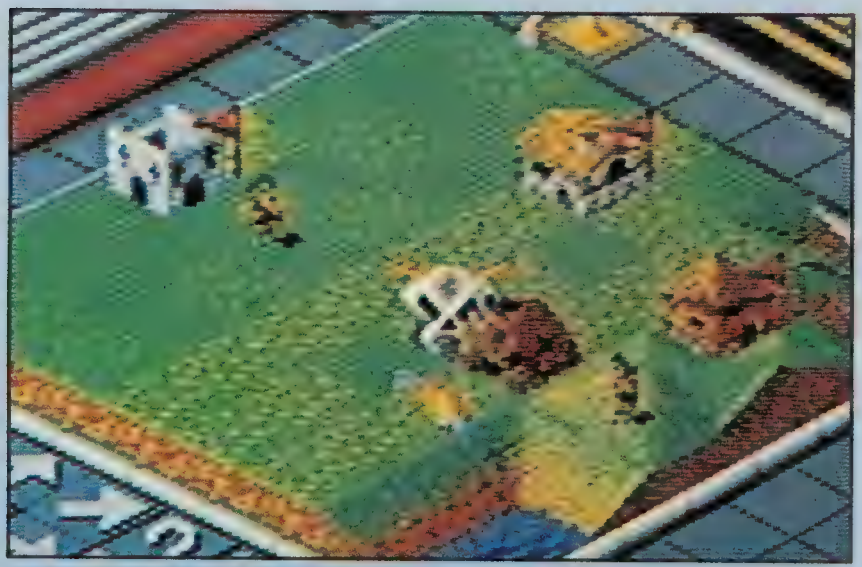
It's important to prevent evil from gaining any significant foothold. Providing some localized earthquakes is an effective way of holding down expansion.



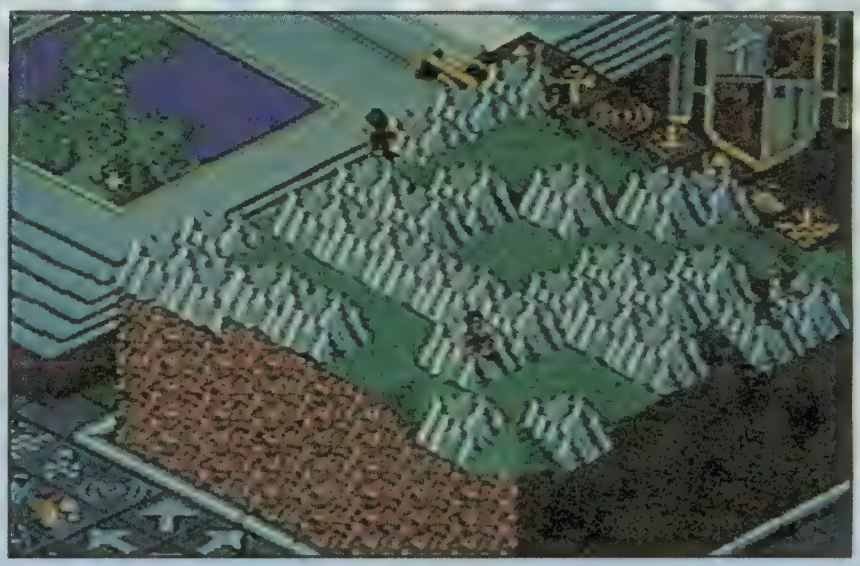
Once a quake has hit, the evil walkers will quickly try to rebuild. If you have enough walkers and settlements in the area, you can take over much of the evil land.



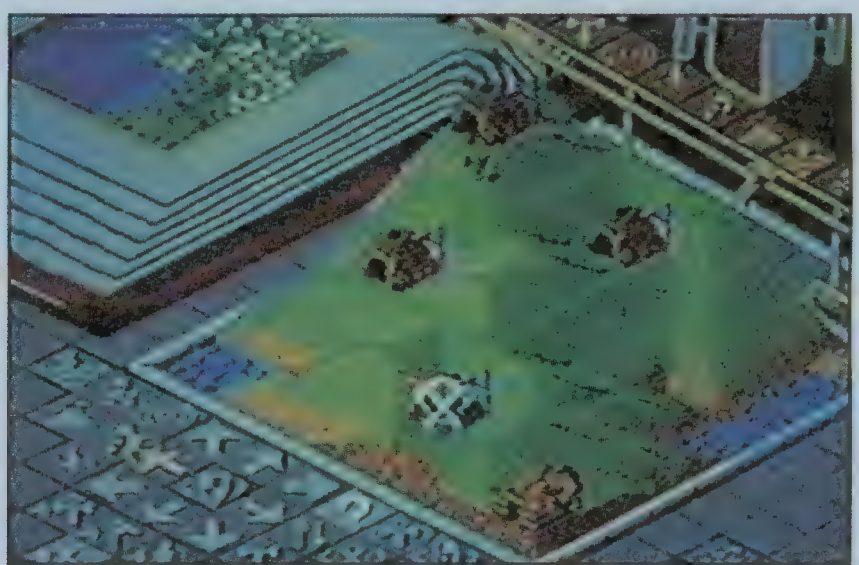
The info shield indicates a strong evil leader with fairly advanced weaponry. You might try using a swamp to sink him and his plans.



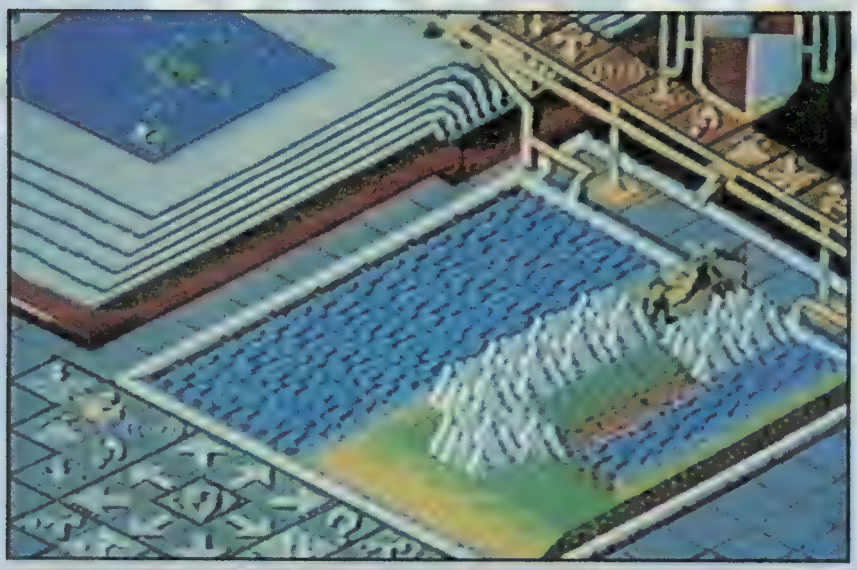
Whenever a leader (either good or evil) dies, the respective papal magnet appears at that spot. Immediately order your people to go to the magnet so you can replace the leader.



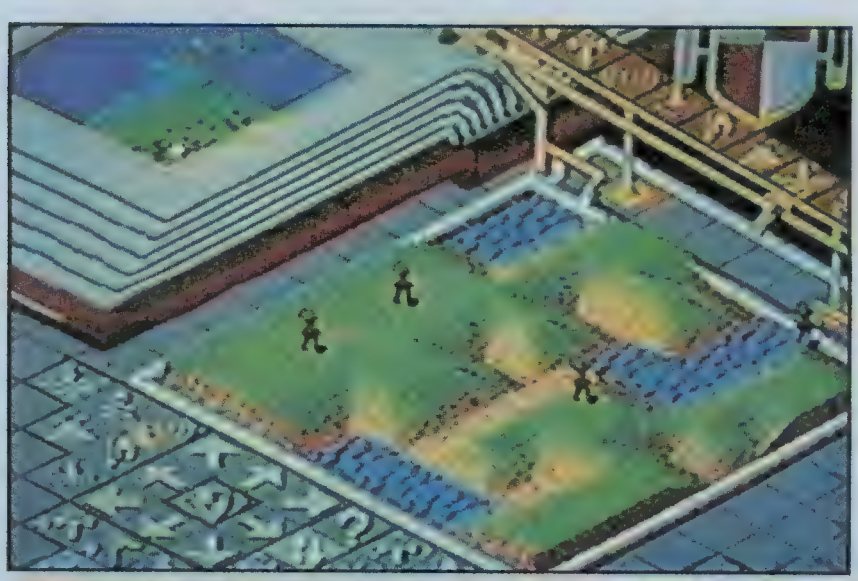
There are a number of ways to occupy the evil god while you busily take over the world. Volcanoes — multiple volcanoes in particular — can really set his timetable back.



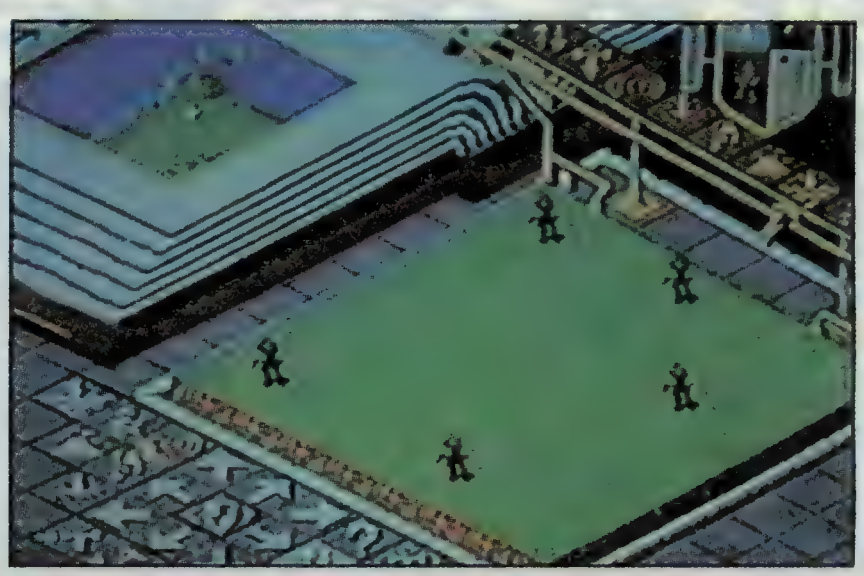
The evil people appear to be in danger of defeat at the hands of your numerically superior walkers. But don't use population size as your only measuring stick.



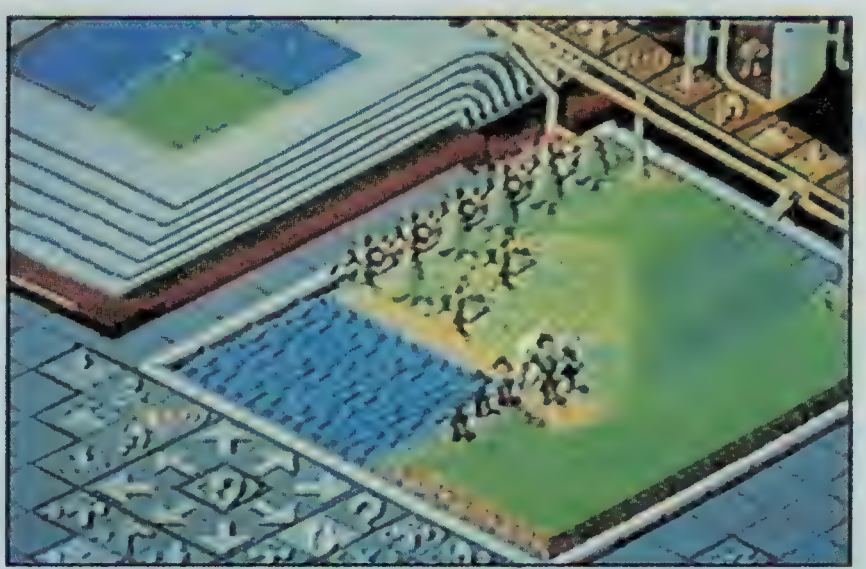
You have to be very careful when calling forth a flood — it might backfire on you. Here, you've managed to take out many of your own people.



If you feel you have an overwhelming advantage in population and strength, you can invoke the final battle of armageddon.

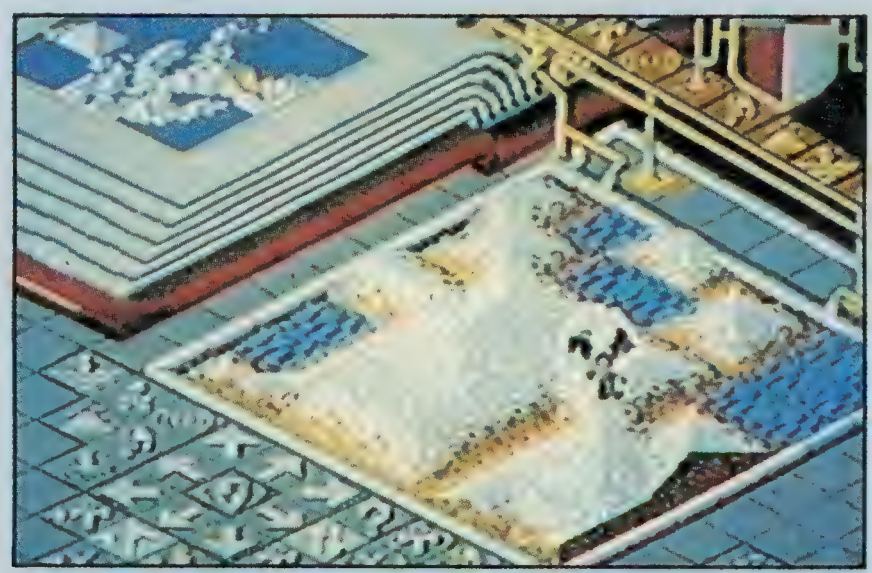


Once you've clicked on the armageddon icon, walkers from both sides begin to move toward the center of the world, where the ultimate battle will take place.

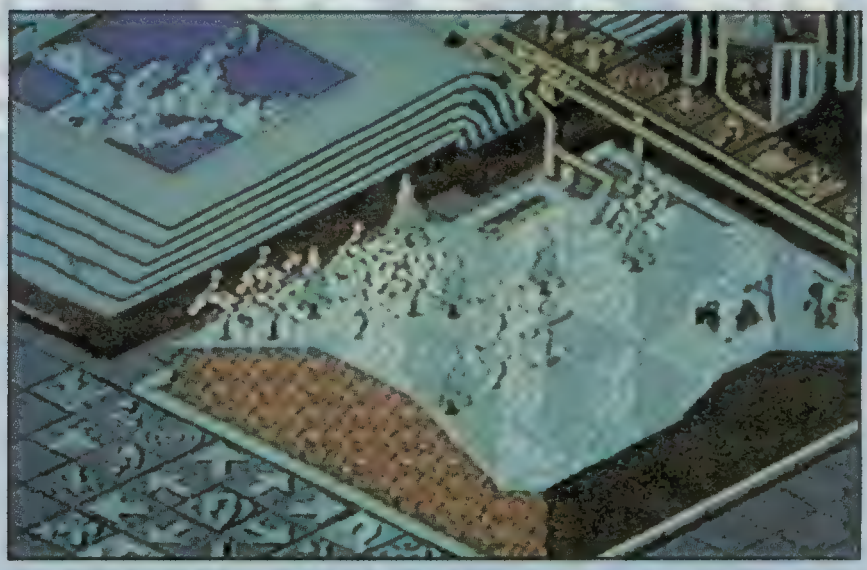


Armageddon pits the combined populations of good and evil against one another for a final, winner-take-all showdown. Once you've chosen this option, you no longer have any control over the action.

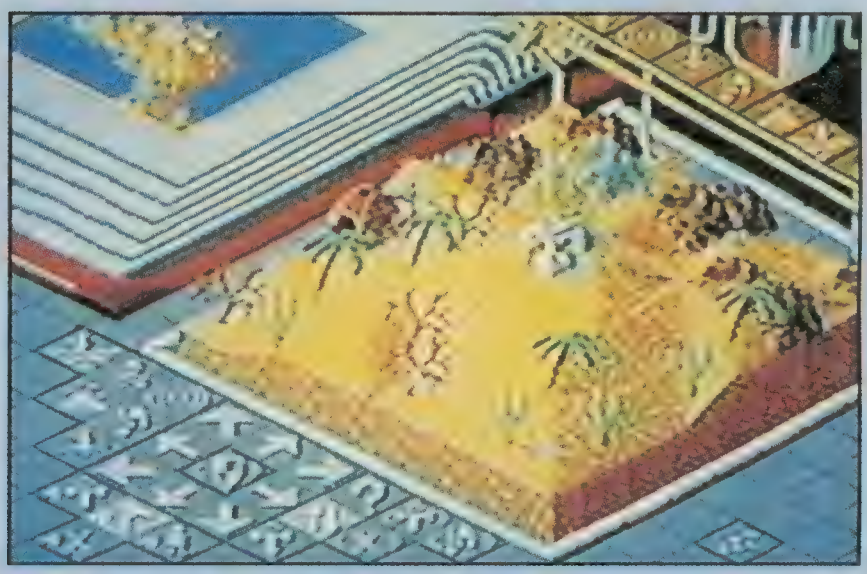
Each succeeding world is more difficult to master, with the odds increasingly against you. In this world your only edge would seem to be a larger population.



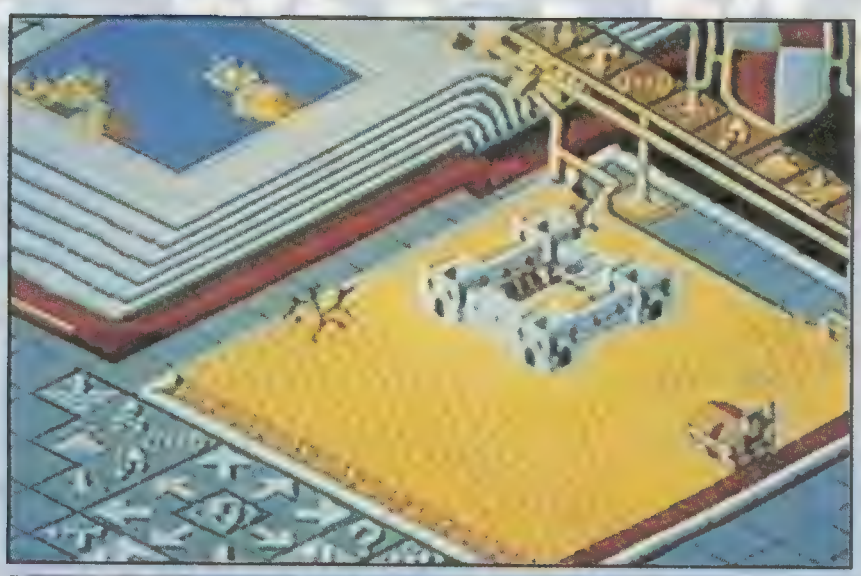
An advantage in population size is more important on ice worlds, since the inhabitants cannot progress beyond using stone weapons.



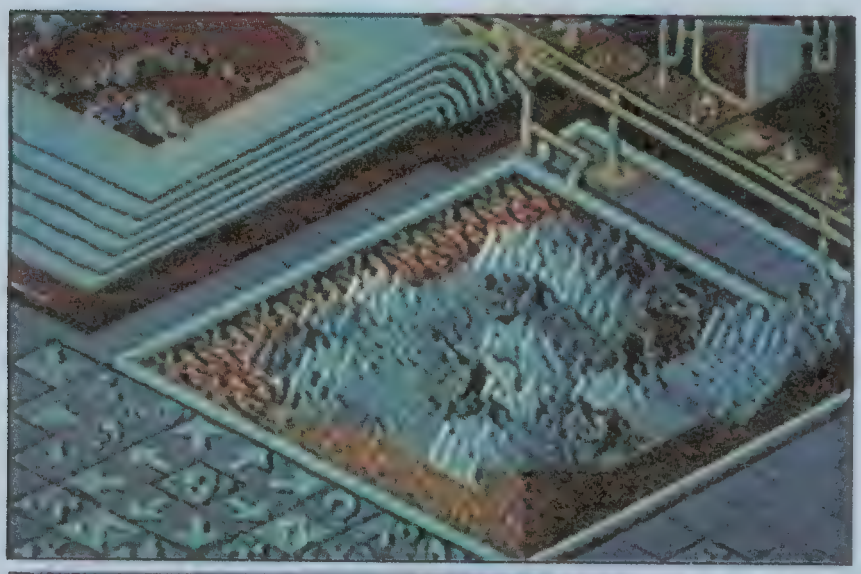
Modifying the topography on an ice world won't produce manna as quickly as on grasslands. To conserve your power, concentrate on improving a few settlements at a time.



Desert worlds have their own special problems for any would-be god. For example, if you let your walkers wander long distances without settling, they'll die.



As with an ice world, quickly increasing your power should be your top priority. If you don't have the power to flatten land for new walkers, they may die before they can find land on their own.



Settlements on volcanic worlds won't grow very quickly because of the extreme conditions. Each new terrain offers its own challenges, and requires new strategies.

The ninja *dojo*, or school, remained hidden for centuries in the impenetrable mountains of Japan. It was the most intensive school of its kind, where all the secrets of the ninja masters were taught.

You are Joe Musashi, student of the dojo and expert in the techniques of Shinobi. Only a handful of warriors ever earn the rank of master ninja, and of these a select few continue training to master Shinobi, the art of stealth.

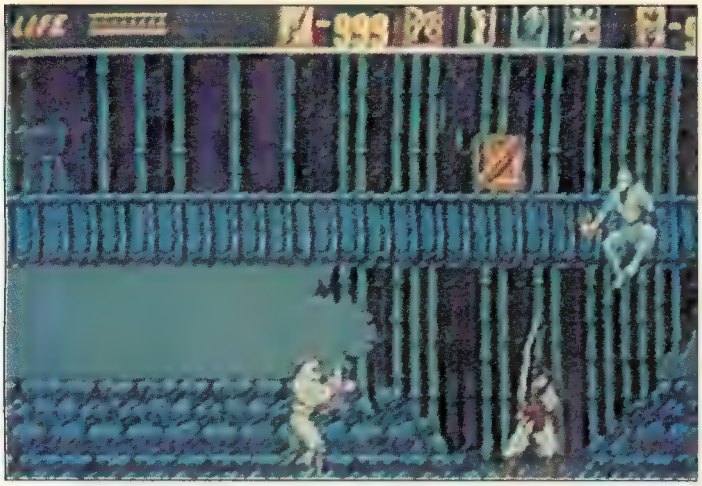
As *Revenge of Shinobi* begins, you've just returned to the mountain hideaway from a long and dangerous journey. But the dojo has been ransacked, and the ninja sensei, your beloved teacher, has been assassinated.

You discover that the evil Neo Zeed organization is responsible, and that they've done this to warn you against meddling in their attempts to dominate the world. To emphasize the warning they've kidnapped your beautiful friend, Naoko.

Swearing to avenge your teacher and rescue Naoko, you set out to find the Neo Zeed. Naoko's safety, and the safety of the world, are in your hands.

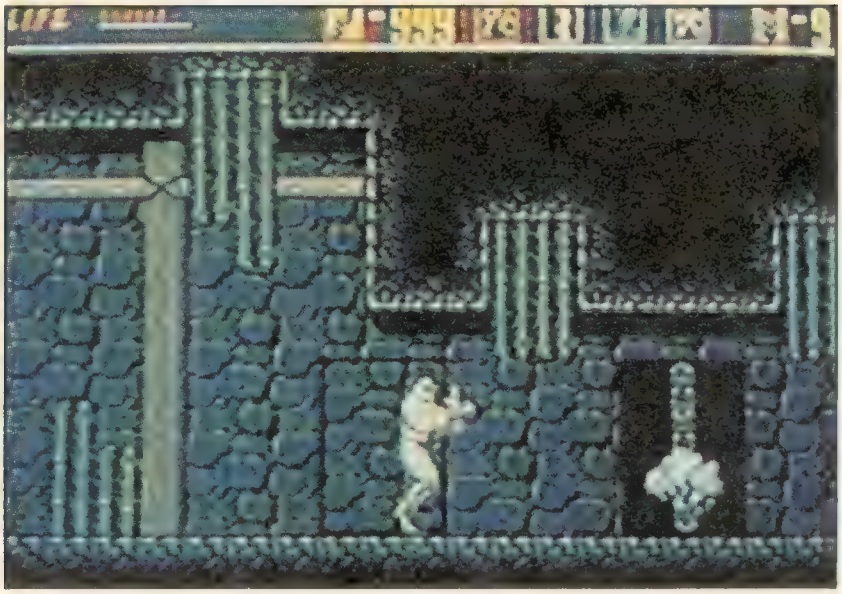
Sega Genesis. Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

Your hunt for the Neo Zeed will take you around the world — through eight international districts, each with three different scenes.



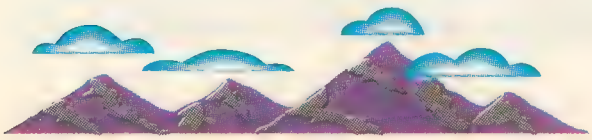
The search begins in a Bamboo Garden in the Ibaraki province of Japan. You'll face both the Omote ninja and Kabuto samurai, footmen in the Neo Zeed army.

During a somersault jump, press the attack button to hurl eight shuriken at once. One of them will always fly straight toward the ground, ensuring a safe landing.

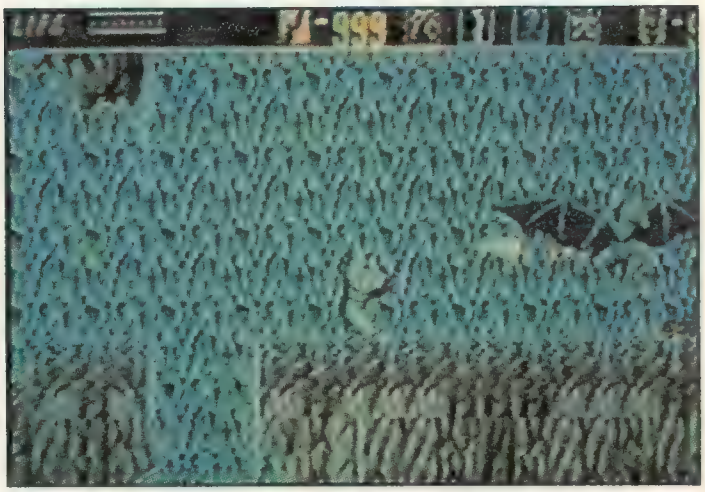


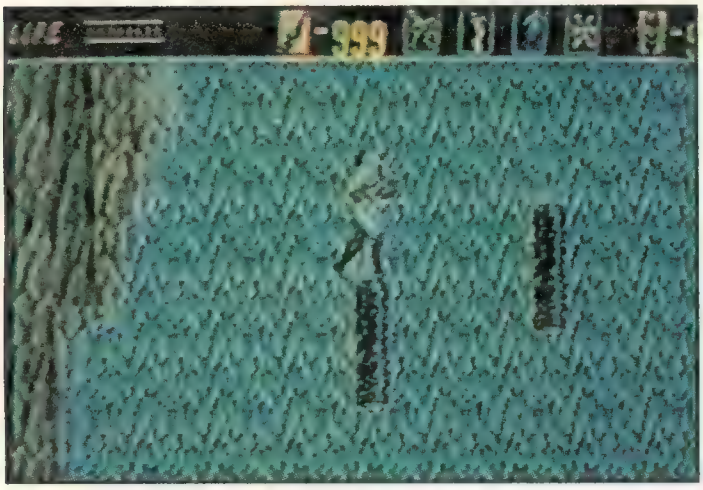
The House of Confusion is full of dangerous traps, like these barricades of sharpened bamboo. They can pierce even your ninja cloak.

The mighty samurai Blue Lobster blocks your escape from the Ibaraki Province. Fight him from the ledge on the left side of the screen. Use somersault jumps and hurl shuriken down at him.



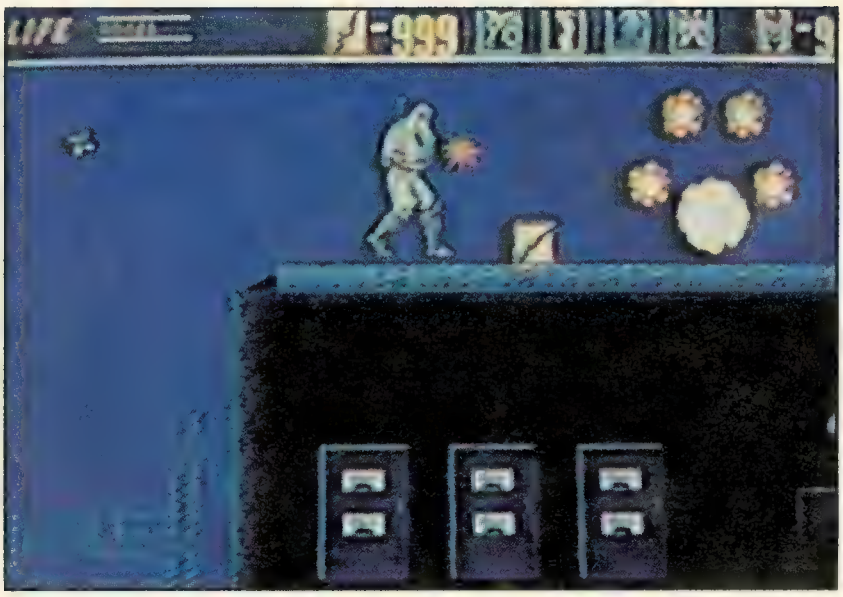
Crossing the waterfall is the only way to Tokyo, the second international district. Winged Karasu warriors will try to knock you to your death.



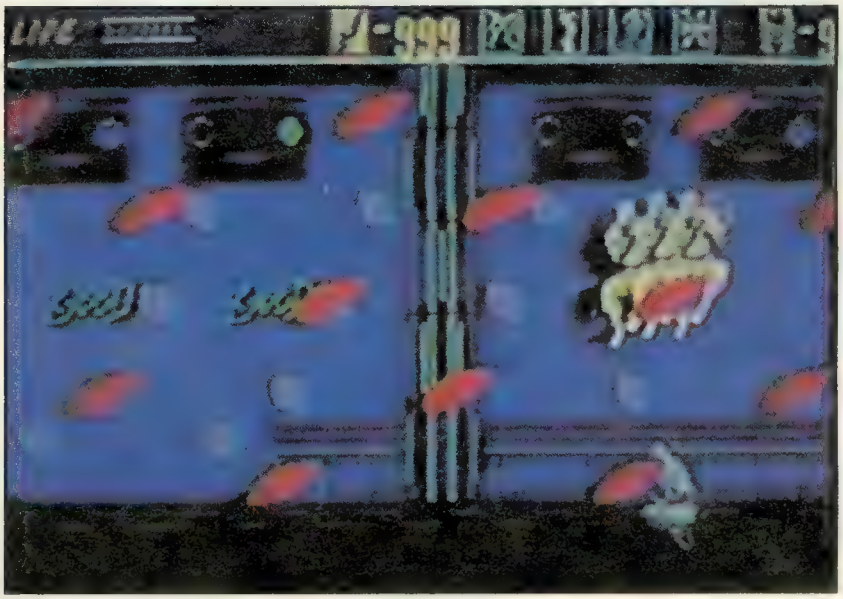


Use Fushin magic to jump across the falling logs. This magic lets you leap higher and farther, and will last until the end of the scene.

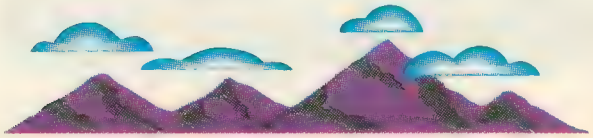
This harmless-looking nun isn't a threat until you turn your back on her. The instant you look away, she sheds her nun's habit and reveals her true self — the knife-wielding Kasumi.



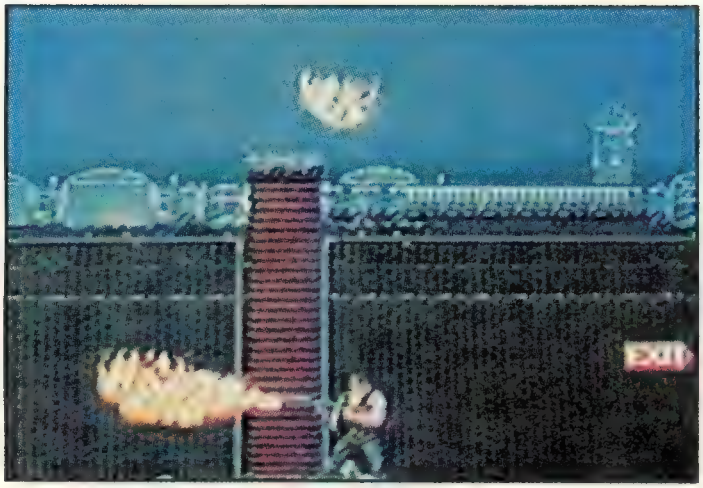
This building in the backstreet area of level two is taller than you might think. Press the jump button at the height of your leap and you'll somersault to the roof.



In the confusion of the Bistro's strobe lights, you'll face the Shadow Dancer. After you beat the light images of the enemy, you'll still face a dark, dangerous shadow.

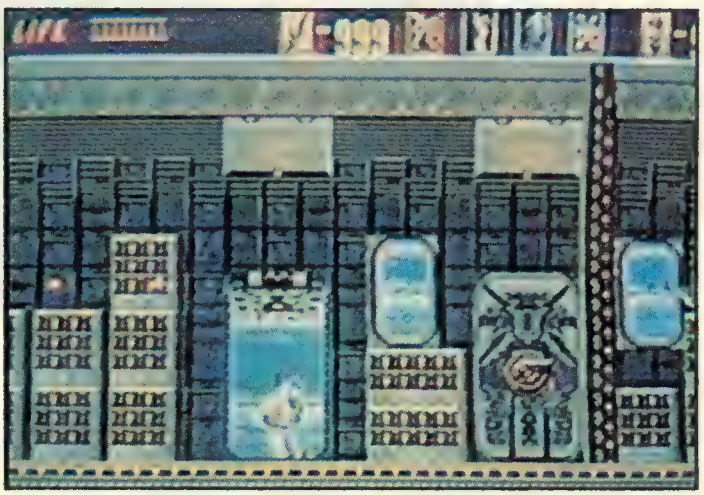


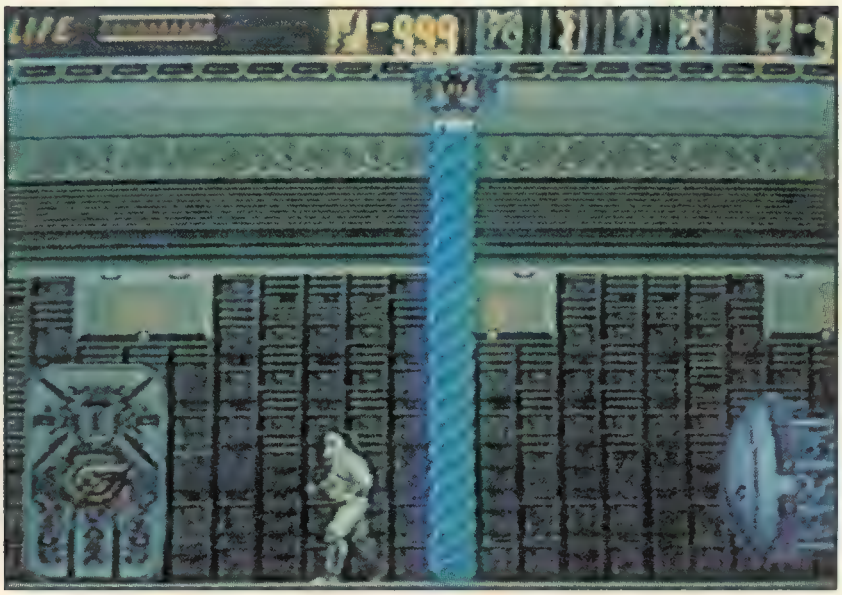
Neo Zeed infantrymen keep watch at the military base in district three. Stay on the opposite side of the fence until you're near your enemies, then attack them with a somersault leap.



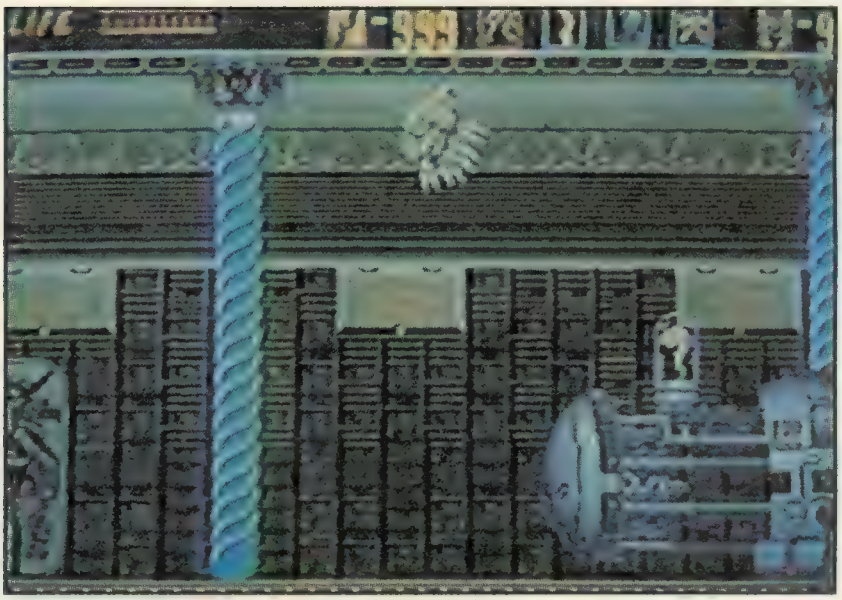
Flame throwers and vicious attack dogs patrol the airport compound. Leap the fence and attack them with a barrage of shuriken.

You'll have to move carefully as you search the cargo jet. Keep an eye on the plane's doors — you'll be sucked out if you're too close when they open.



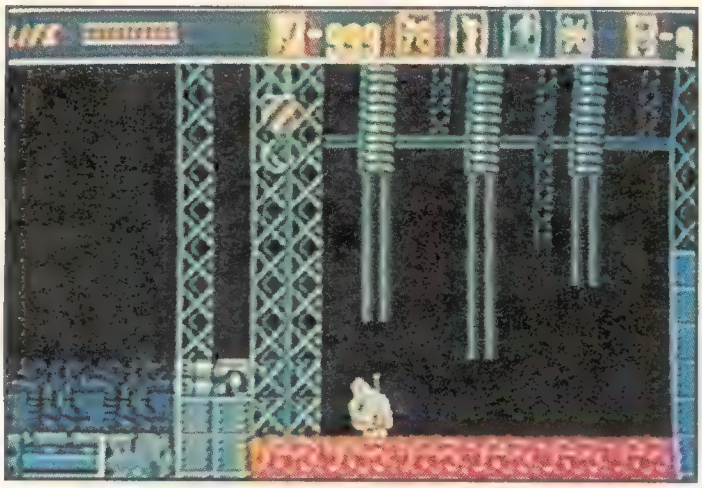


The boss of district three is a well-defended computer.



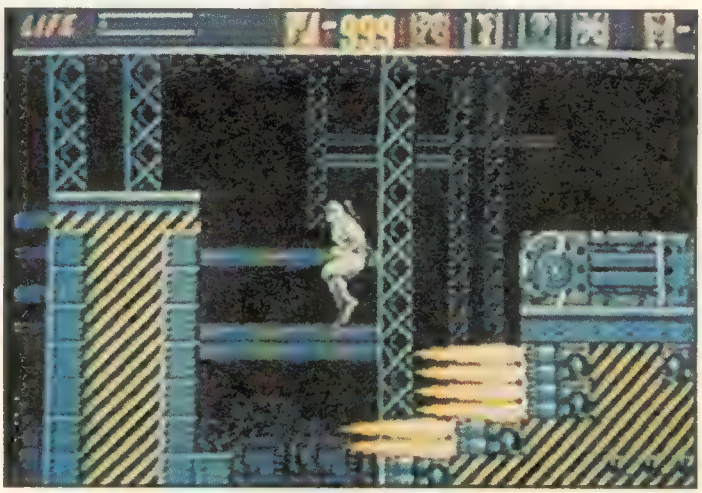
Avoid the laser beams, then rush in and attack the Computer Vault's brain when it's exposed. You'll have to hit the glass case enclosing the brain several times to destroy it.

District four — a junkyard in the heart of Detroit. The crushed cars and engine blocks hide many dangers.



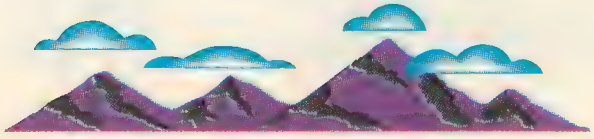
Engine blocks and ingots plunge from the ceiling in the motor mill. If you're not careful, you'll end up in this melting vat.

These flame jets are designed to melt steel in a matter of minutes. Your ninja magic won't protect you from heat like this.

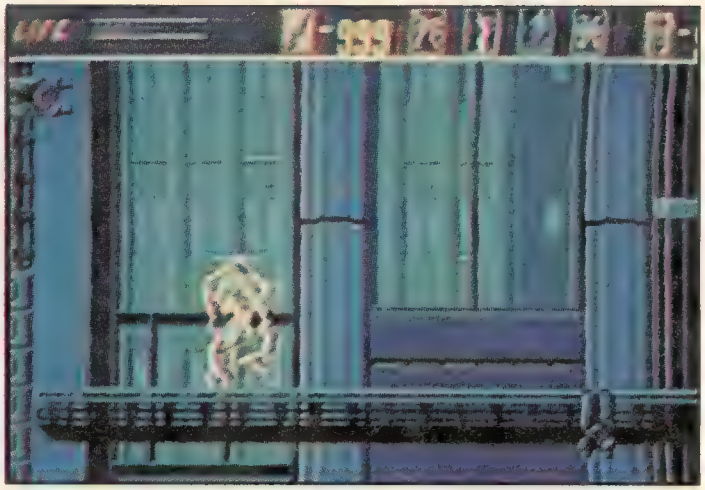


You'll encounter the Master Attacker in the side yard. He's mad enough to spit nails, and strong enough to hurl junked cars at you. Stay above him, and attack when he's empty-handed.

The first scene in district five is the Laser 'Scraper. Watch out for the laser beams that fire from all directions.

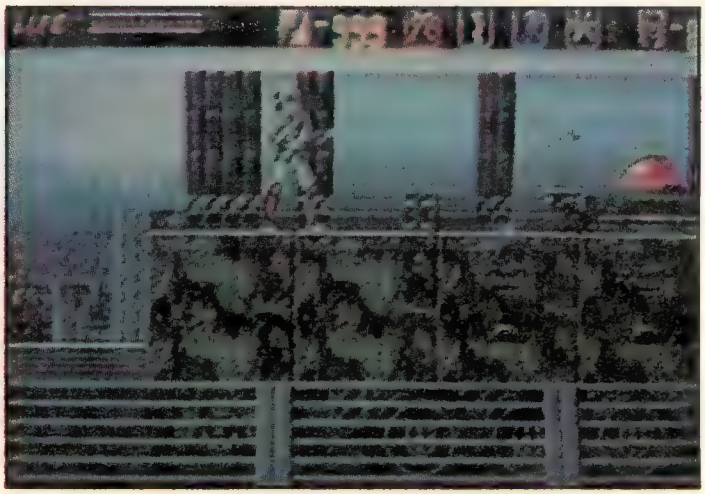


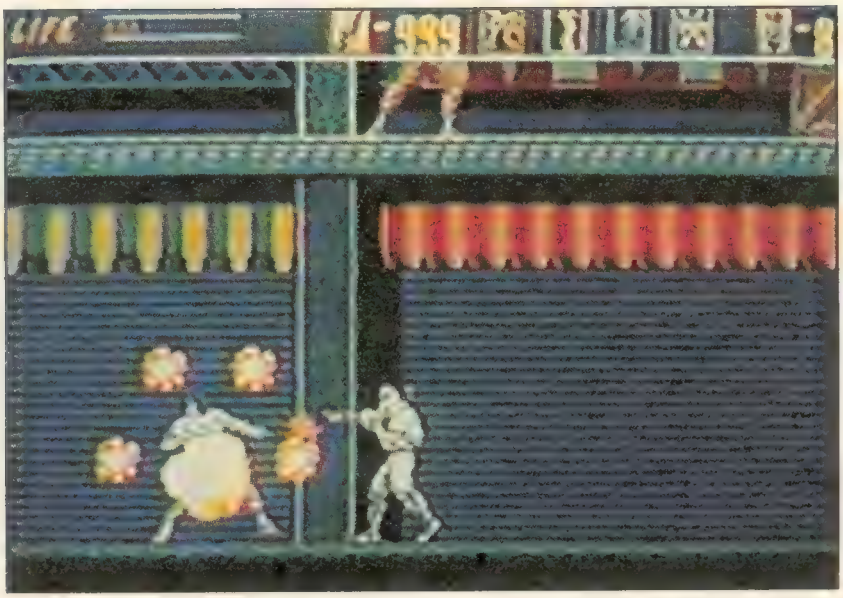
If you call on Ikazuchi, the Art of Thunder, thunder will sound and you'll be surrounded by an electrical field. While enveloped, you can't be injured.



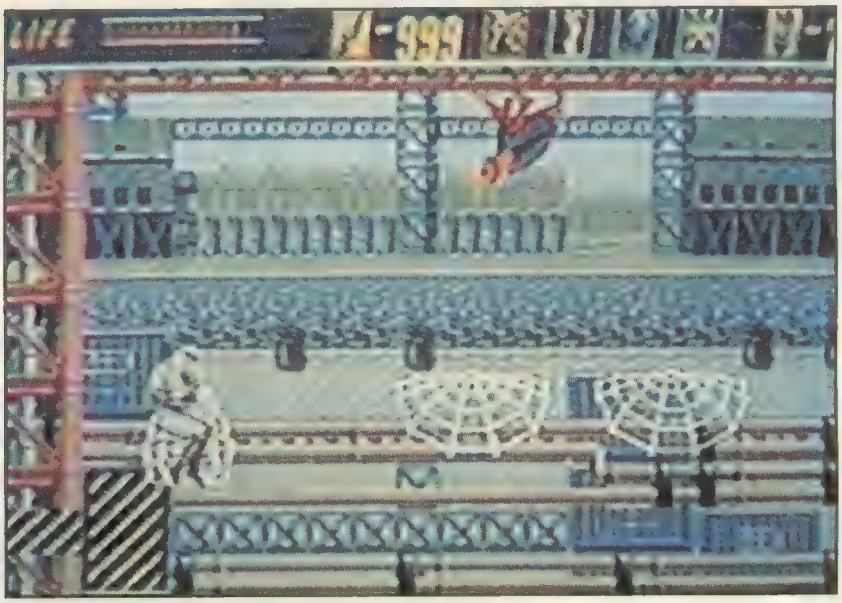
The Freeway in this district is no place to play, especially with numerous Kasumi enemies hanging around.

The ultimate challenge on this level is a battle on top of a speeding truck. Destroy the glowing red bulb with knives or well-placed kicks.

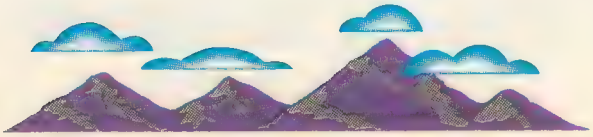




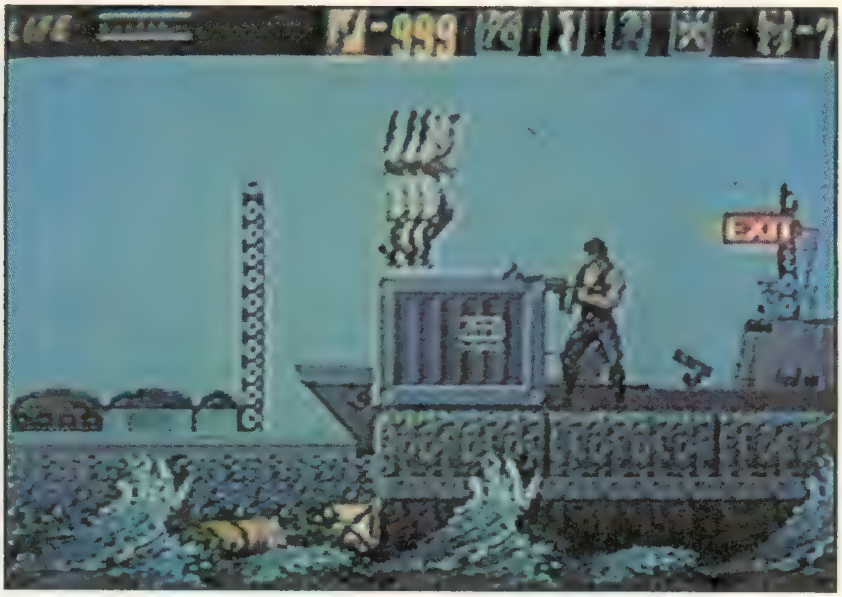
Gang fighters in Chinatown will greet you with lightning-fast kicks and lethal nunchaku. Fight back with your arsenal of ninja tricks — you've come too far to be scared off now.



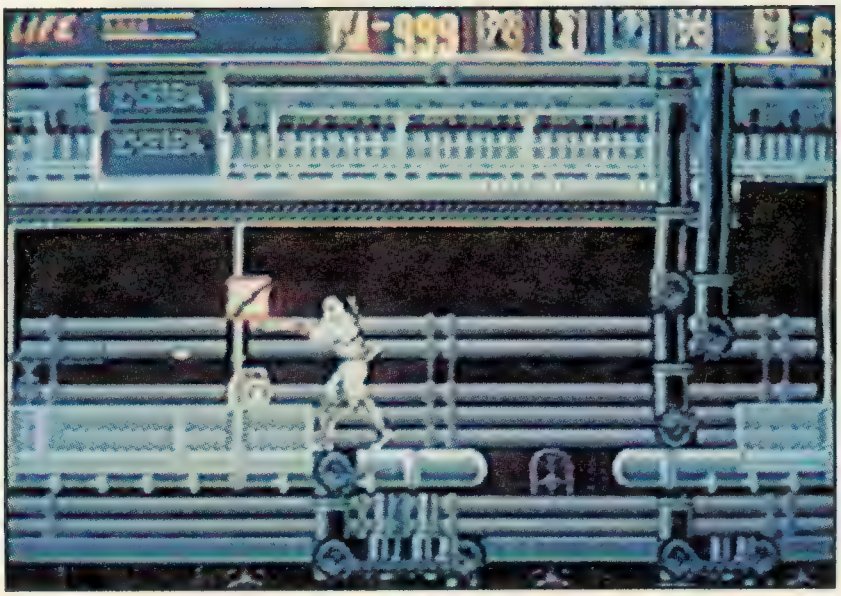
Spider-man makes a cameo appearance in *The Revenge of Shinobi*. Is Spidey somehow connected with the Neo Zeed? You don't have time to ask.



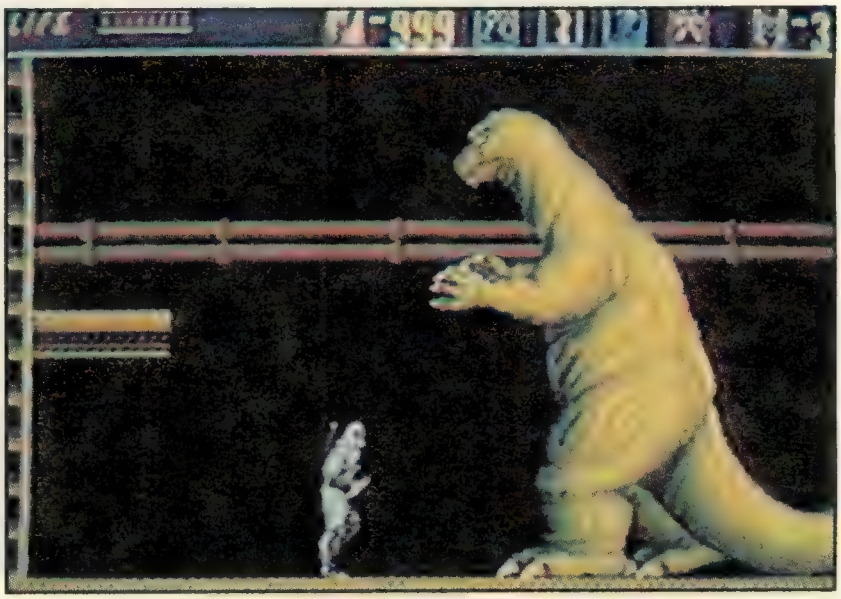
Neo Zeed forces are waiting for you as you approach their stronghold. In the breakwater of New York Harbor, you'll face ninjas and machine gunners.



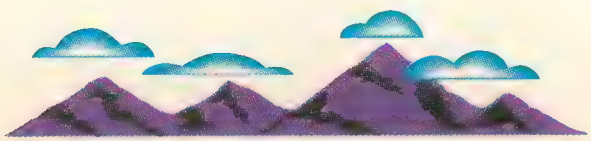
With enemies popping up everywhere, you may need the advantage of some ninjitsu magic. Use Fushin, the Art of Floating, to help with the long leaps between vessels.

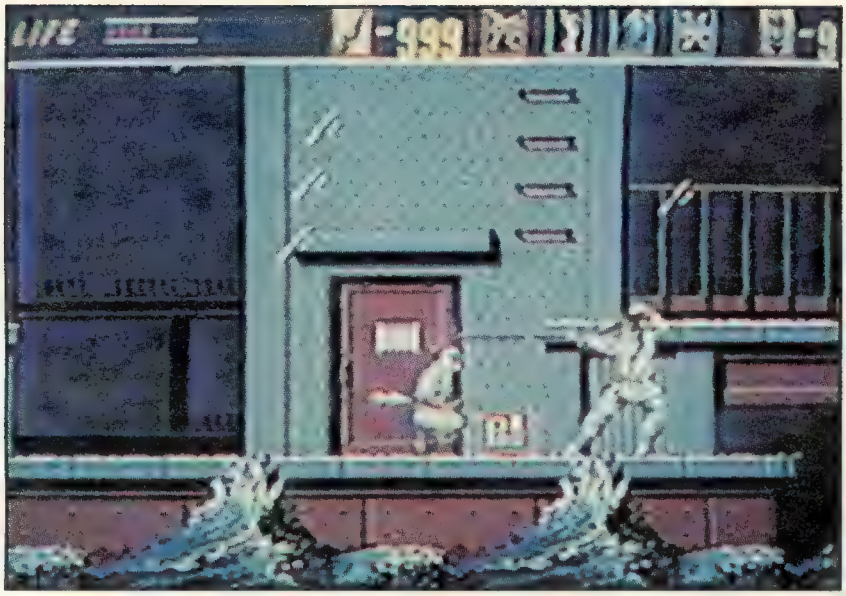


If you break open a crate and find a bomb, back away quickly. It will explode soon.

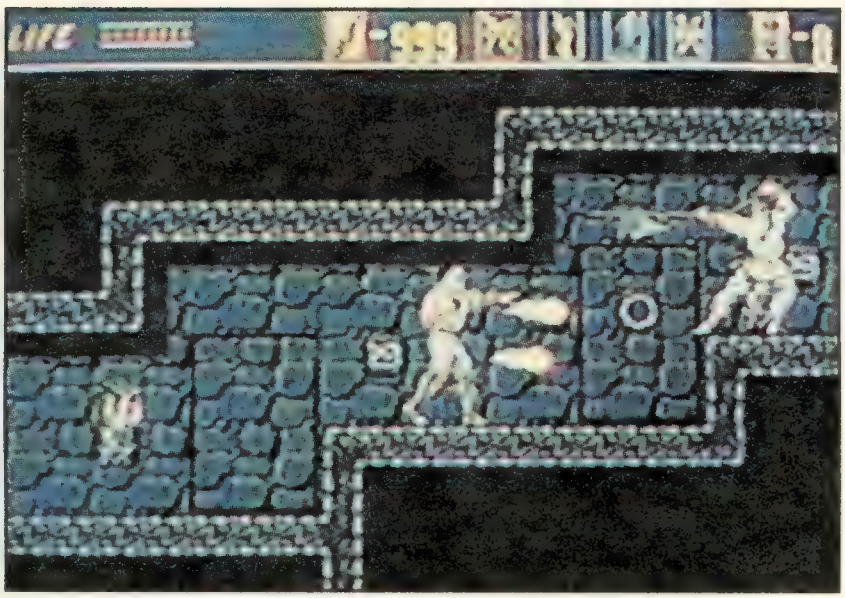


In the cargo hold of the Neo Zeed ship, you'll run across a flame-spewing Godzilla. The best way to eliminate this beast is to use the Mijin Jitsu, or Art of Pulverizing.

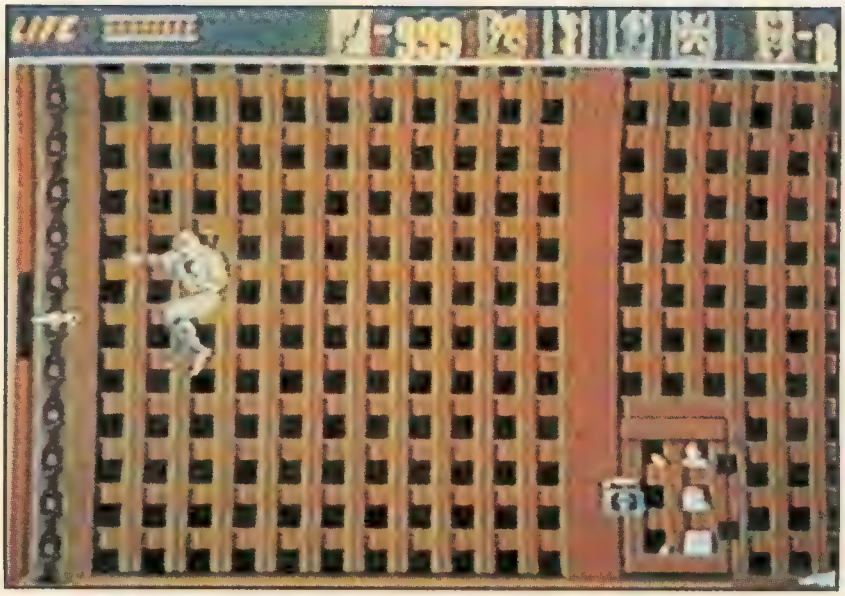




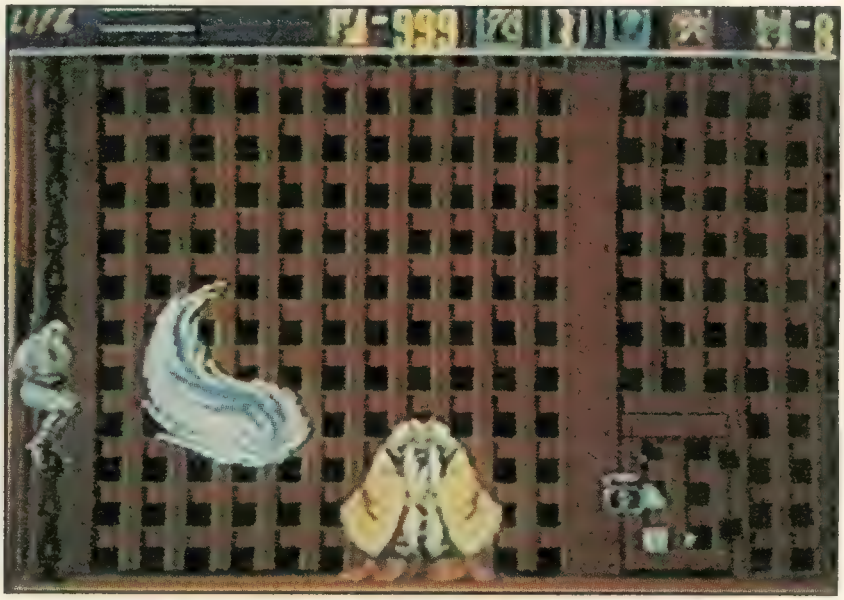
The final district — the Neo Zeed Marine Stronghold. Throughout the scene, stay in a crouched position to avoid the spotlights.



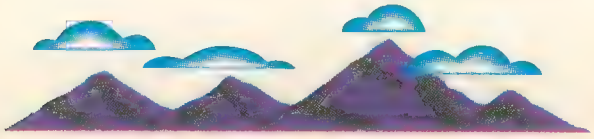
The cellar maze is the last scene before your final battle. Marked doors lead to secret passages and shortcuts. Use them to escape your enemies.



You've reached the Inner Sanctum and the terrified Naoko. Hurl your shurikens into the hole at the left of the screen to slow the falling ceiling, and prepare yourself for your toughest battle.



The Boss is vulnerable only when his hair isn't covering his body. As he slings his hair and reveals his body, hurl shurikens at him. This will weaken him, but you'll have to use magic to finish him.



He's arguably the greatest pop star in history. His concerts, albums, and music videos have played to countless millions around the world, and his fame just keeps growing. Now, Sega Genesis owners get to see a whole new side of Michael Jackson — this time as a videogame hero.

Michael Jackson Moonwalker, based loosely on the "Moonwalker" music video, has been a labor of love for both Sega and Jackson himself, who personally supervised the design of the game. If you've ever seen one of Jackson's music videos — and who hasn't? — you'll delight at the way his videogame character glides, dances, and moonwalks his way through this expansive adventure. The moves are so reminiscent of Jackson's unique style that the game often seems to be an interactive version of MTV.

As *Moonwalker* begins, Michael has heard that the fiendish Mr. Big, a treacherous criminal mastermind, has kidnapped the world's children as part of a plot to strengthen his evil empire. Michael's first stop is the sleazy Club 30, known as a gathering place for lowlifes.

—Sega of America, 573 Forbes Blvd., P.O. Box 2167, South San Francisco, CA 94080.

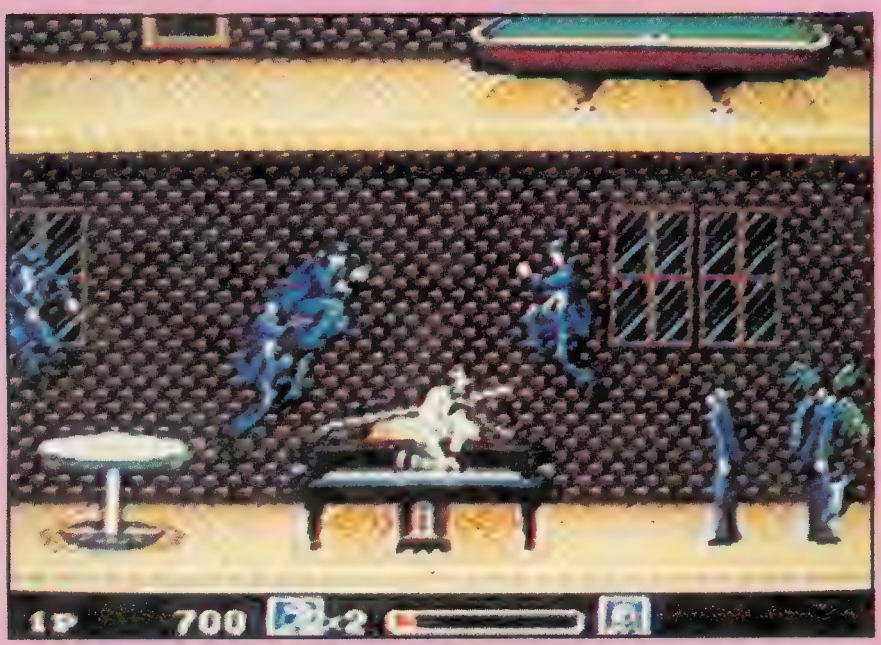
Throughout the three stages in Club 30, misguided women try to slow you down. They won't take no for an answer, so you'll have use tougher means to get your message across.

To make the secret stairway fall, stand just below it and use a little magic.

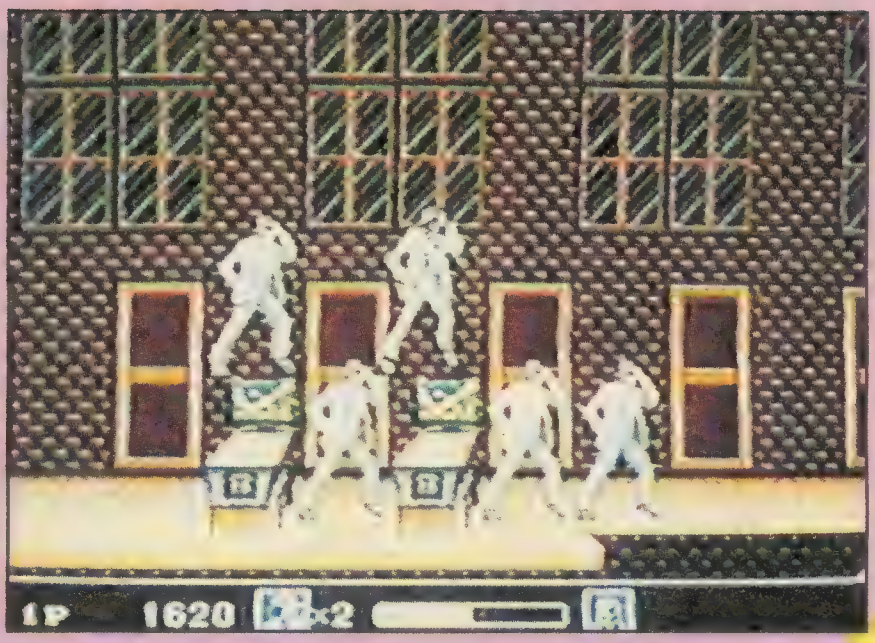
Each time Michael finds a child, his life bar is boosted a bit. The number of children still being held captive is shown at the bottom right of the screen.

Leave no stone unturned. The bad guys will hide the kids just about anywhere, and you can't leave a scene until all the children have been rescued.

Once you've found all the children, Michael's chimpanzee flies onto the screen. The chimp points the way to Mr. Big and his gang for the level's final showdown.



Each stage has three levels, and each has a certain number of children. At the end of stage 1-1, you'll have to fight it out with these well-dressed toughs.

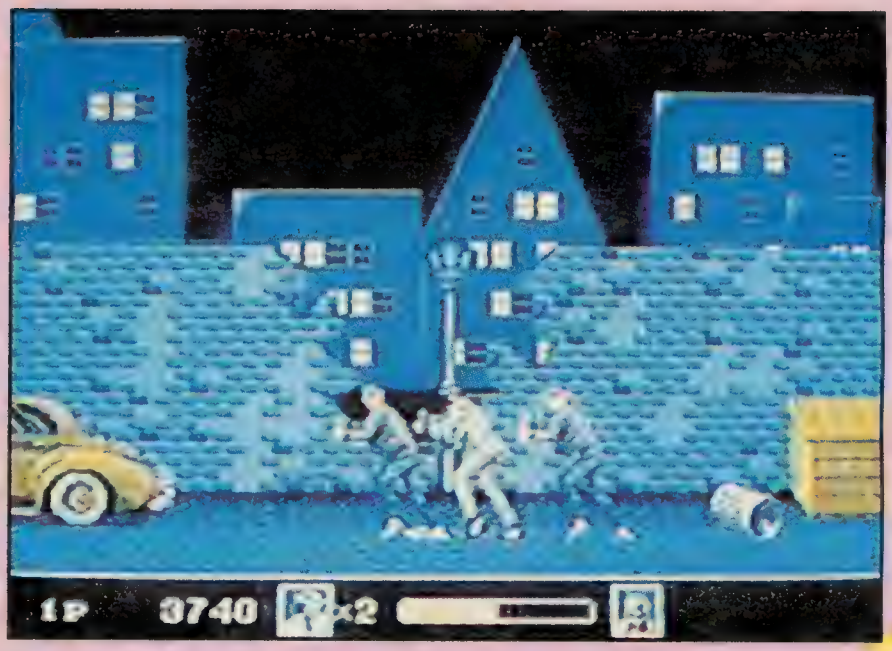


At the end of stage 1-2, the villains wear white suits and are a bit more difficult to beat. Hold down the attack button to begin Michael's thrilling dance-attack.

A single but very powerful thug is waiting at the end of stage 1-3. Even after he dances with Michael, he'll be back for more.

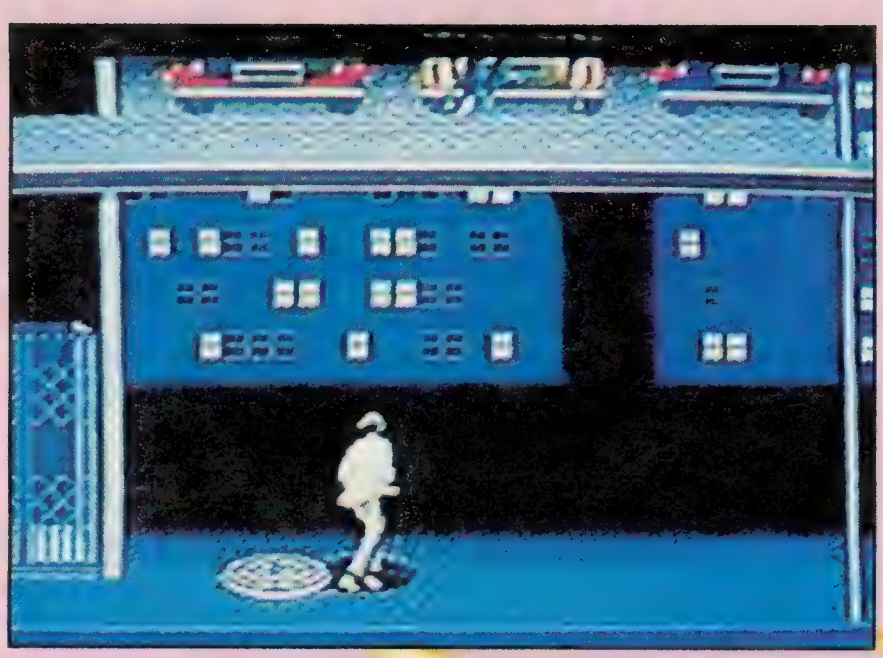
As stage 2-1 begins, Michael leaves the sordid world of Club 30 behind and takes to the streets. You'll have to search those windows to find the children.

Like a convention of James Dean lookalikes, the punks on the street strike all kinds of tough poses. Show them who's *really* bad.

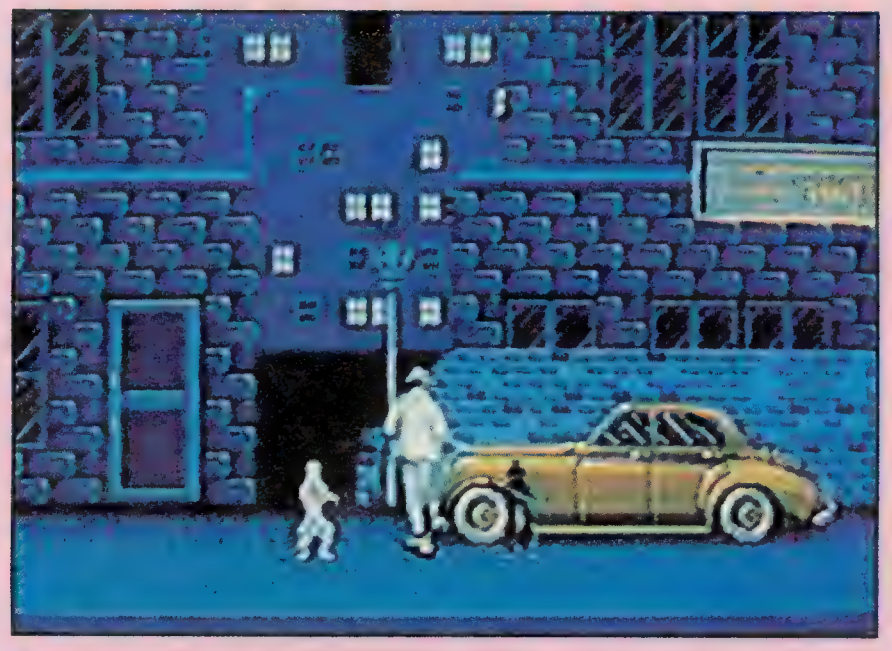


These roughnecks do an admirable job, but they just can't keep up with Michael's moves.

Search through this parking garage to find the kids in stage 2-2, but watch out for those guys standing around — they aren't parking attendants.



Stand on this manhole and press down to explore the sewers beneath the streets. But be ready, because you won't be alone.



At the end of stage 2-3, you'll find yourself dancing with a pack of dogs! Watch the dark ones, but the white dog is the leader. Until you beat him, his pack will keep coming.

The third level finds Michael fighting some spooky foes in a misty cemetery, to the appropriate background music of *Thriller*. Every enemy in this stage takes more than one hit to defeat. If you see a comet, do your best to catch it.

When you hit a ghoul for the first time, it leaps forward and attacks. Begin moving away after you hit it, then spin and hit it again as it leaps.

By leaping up and catching a tree limb in stage 3-2, Michael can swing up to higher levels. This uses a lot of energy, but it's often the quickest way to get where you're going.

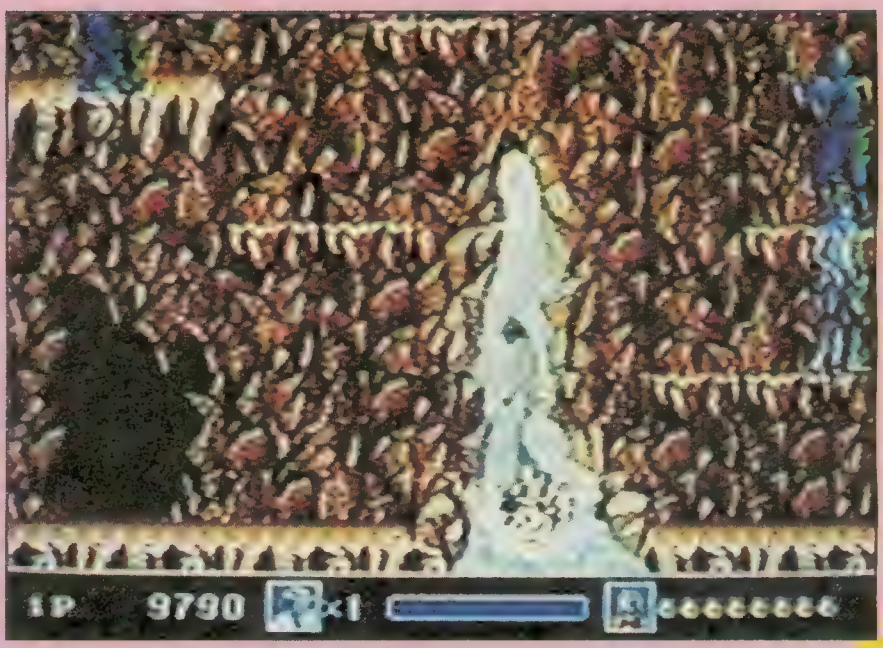
It's tempting to begin a conga line at the end of stage 3-2, but these guys aren't the only foes you'll meet. Save the dancing for the creeps who show up when you beat these fellows.

The trick to beating these monsters is to attack only when they're all in one piece. When they've separated, they can't be harmed. Wait by their legs, ducking as the top parts fly back toward you, and then hit them when they're whole.

Your next stop is the vast, cavernous stage 4. Children are hidden in caves throughout the stage. Investigate the golden spiders on the walls — they mark hidden cave entrances.

Don't get too close to the gun-wielding soldiers. Remember, your magic can reach them from several steps away.

Sometimes you'll have to move massive boulders to get to a cave. The boulders can be used against enemies, too.

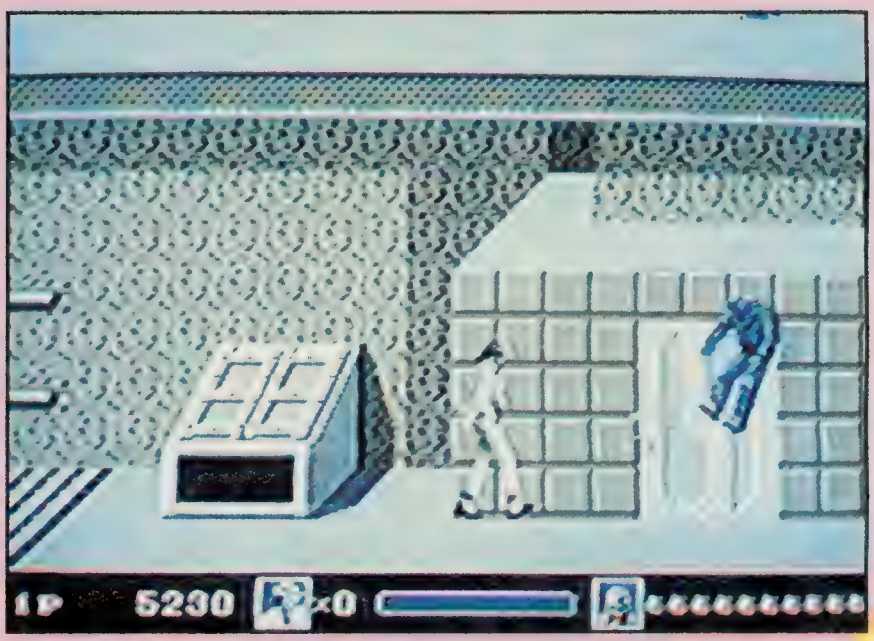


There's a hidden cave behind this waterfall — and the cool spring water is refreshing.

Stage 5 takes you to the high-tech hideout of Mr. Big himself. As you would expect, it's heavily guarded. Some of the most dangerous obstacles aren't even human.

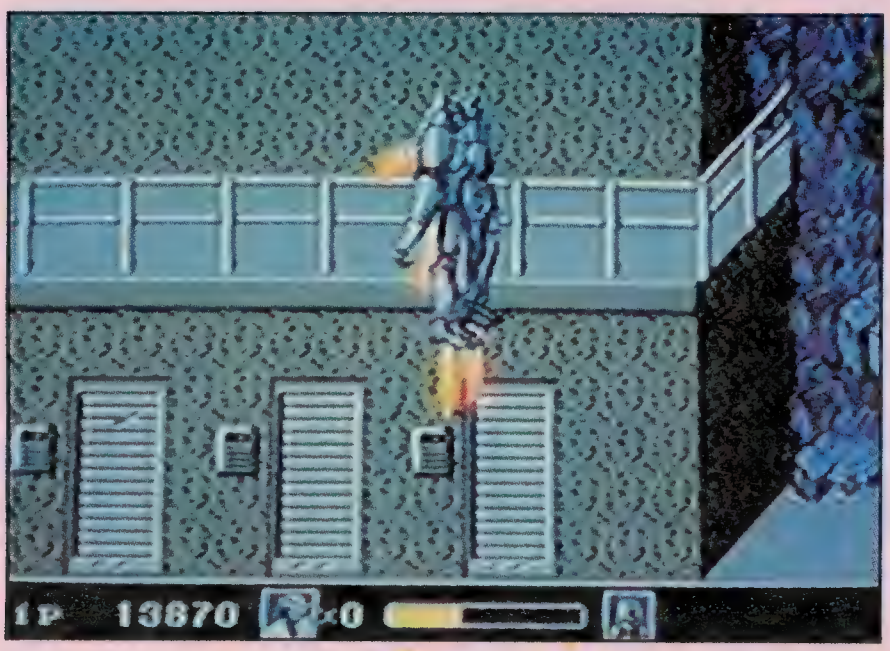
By leaping up onto the consoles and destroying them, you can stop the electricity that flows through the wiring on the walls. And by jumping onto the teleportation pad on the floor to Michael's left, you can transport yourself to otherwise inaccessible areas of the lab.

These green guys look mean, and they are. Even after a bit of dancing, they'll come at you furiously.

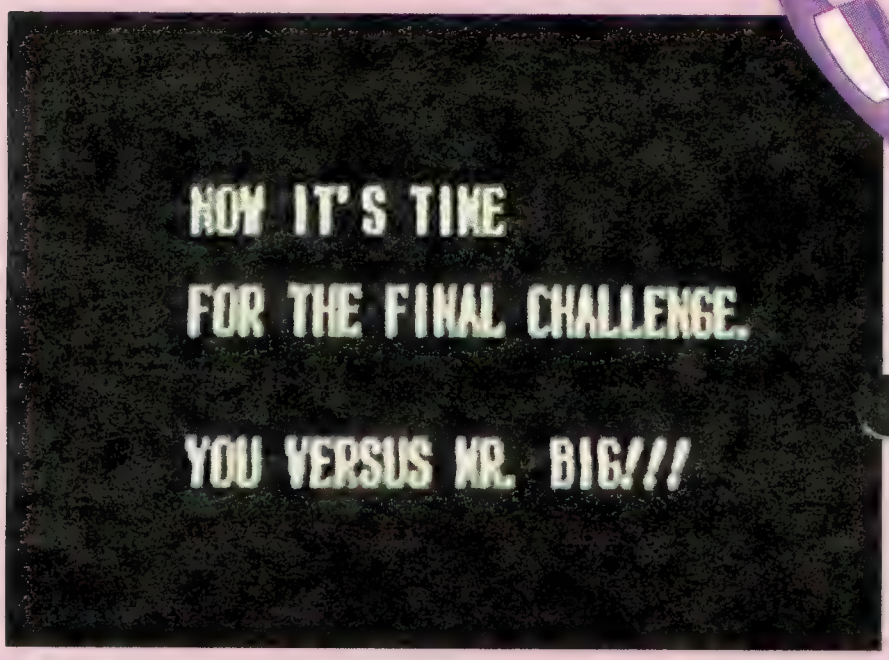


Ride this elevator up through the hideout in stage 5-3. Each step brings you closer to Mr. Big.

Just when things look impossible, a comet appears. Michael is transformed, and suddenly the odds have changed.



Is it E-SWAT? No, it's Michael Jackson! Flying through the hideout, Michael the Transformer is on a final seek-and-destroy mission. With laser blasts and amazing strength, he squashes the last of Mr. Big's gang.



Mr. Big, a coward at heart, flees just before Michael can reach him. In the final stage of the game you'll face Mr. Big one-on-one in a very different kind of battle.

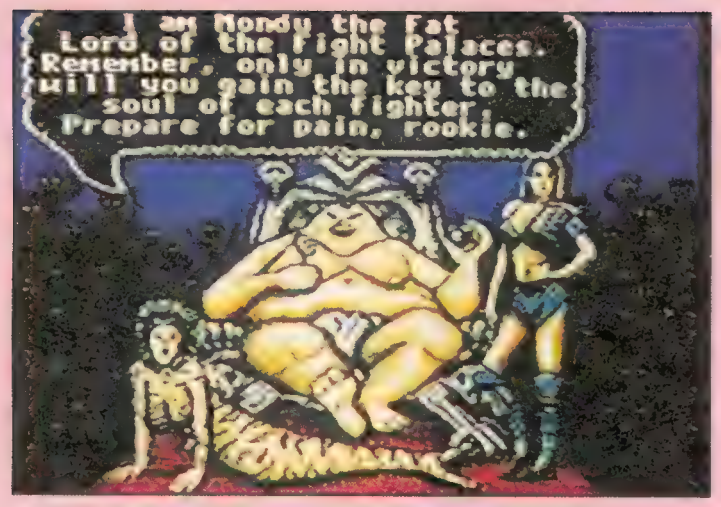
In a distant corner of the galaxy, where the only law is the rule of might, Mondu the Fat sits atop a hill of cushions next to the fighting pits. In the fetid arena below him, Ramses lies dead next to the victorious Webra. As Webra raises her six arms in triumph, the huge, reptilian head of the a shark juts up from the gravel of the pit, snatching the body of the fallen centaur in its teeth. Murmurs and laughter run through the audience. From between the folds in his considerable belly, Mondu's famous tongue flits forward in pleasure.

Welcome to *Mondu's Fight Palace* (adapted from *Tongue of the Fatman*, a computer game). Your host in this game of intergalactic pugilism is the reigning champion, Mondu the Fat. You begin by playing the role of Rex, an agile but vulnerable humanoid. As a newcomer and hopeful challenger, you'll have to fight your way up through the ranks of such vicious contenders as Bonapart, the skeletal strongman whose favorite weapon is his own thigh bone, and Guano, the winged gargoyle from the Bilfinger Caverns.

Each opponent has a number of favorite techniques (Bonapart's flying cartwheel, for example) as well as a special move. The special moves are both distinctive and deadly.

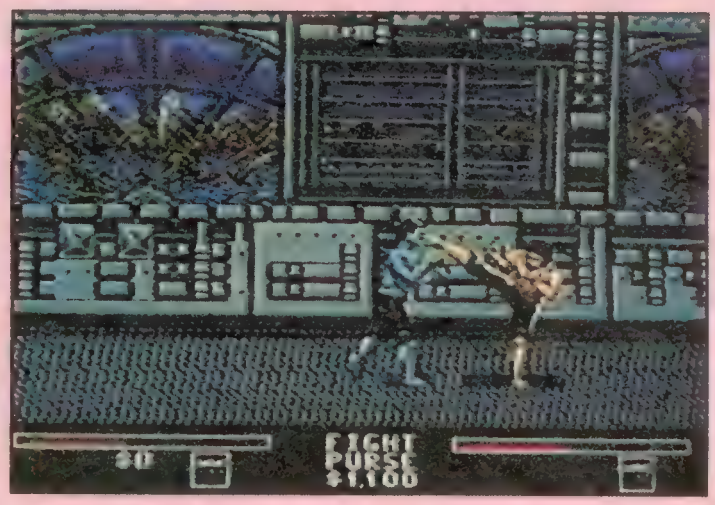
If you manage to survive your first few fights as Rex, Mondu may take a liking to you and give you a password that lets you fight as another, more powerful creature. But if you lose three bouts, you'll be lucky if you make it out of the pit before the land shark gets you.

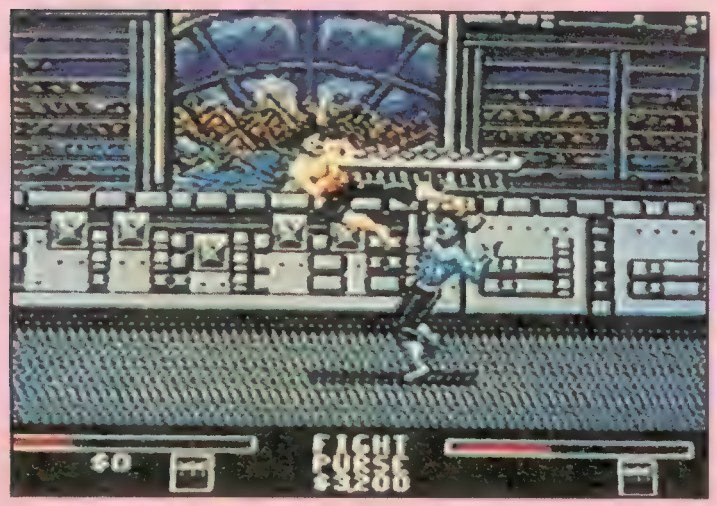
Activision, 3885 Bohannon Drive, Menlo Park, CA 94025.


I am Mondu the Fat
Lord of the Fight Palaces.
Remember, only in victory
will you gain the key to the
soul of each fighter.
Prepare for pain, rookie.

Mondu, the reigning champion and owner of the Fight Palace, welcomes you. Until you get to know him, you'd better address him as Mr. Fat.

When playing as Rex, one of the few humanoids among the Fight Palace regulars, your main assets are speed and agility. Your special move is breathing fire.

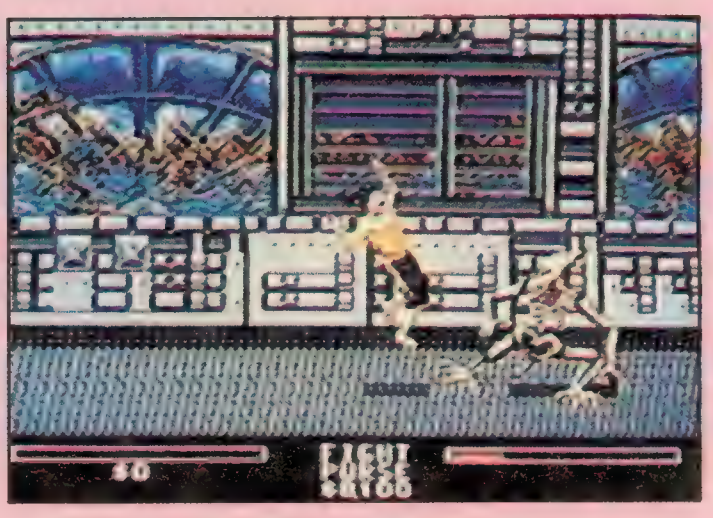


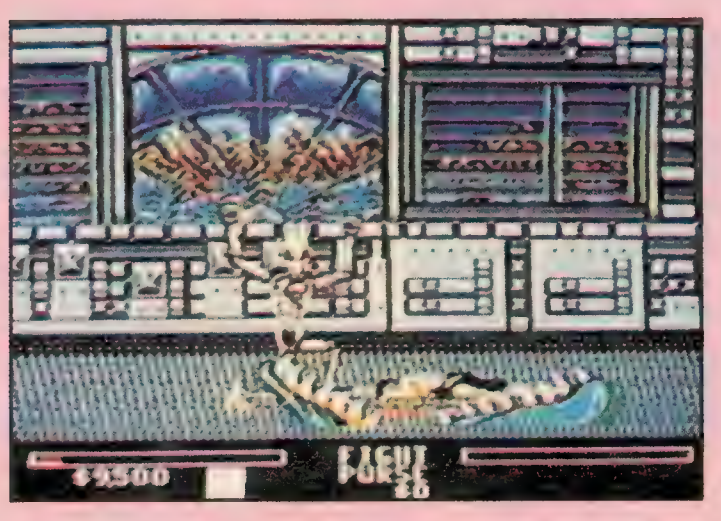


Between each fight you'll get the opportunity to stock up on magic spells. Here, the white Rex casts a gravity spell on the blue Rex. (Mondu calls all humans "Rex.")

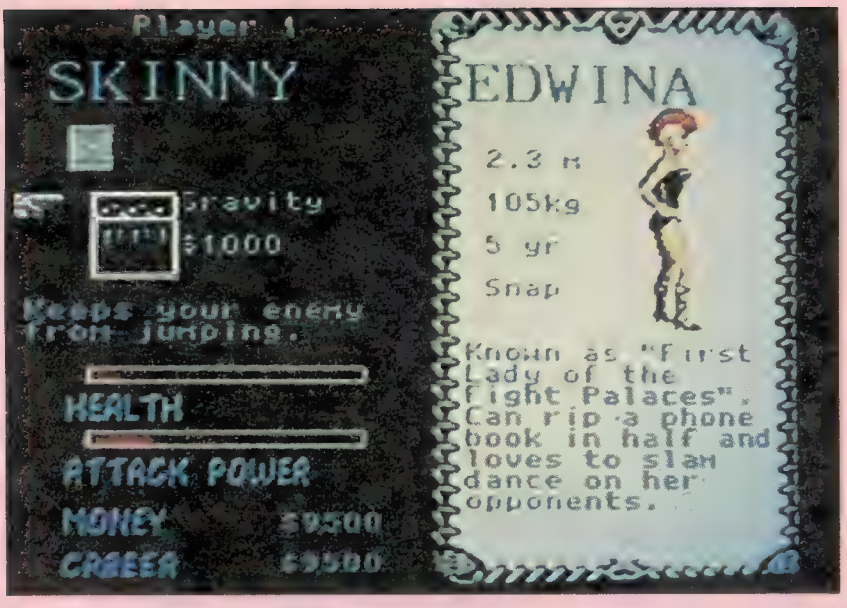
Whether you win or lose, Mondu will find something to like about the match.

Don't underestimate Bonapart's slide kick. Bonapart is very strong for someone who doesn't have any muscle.

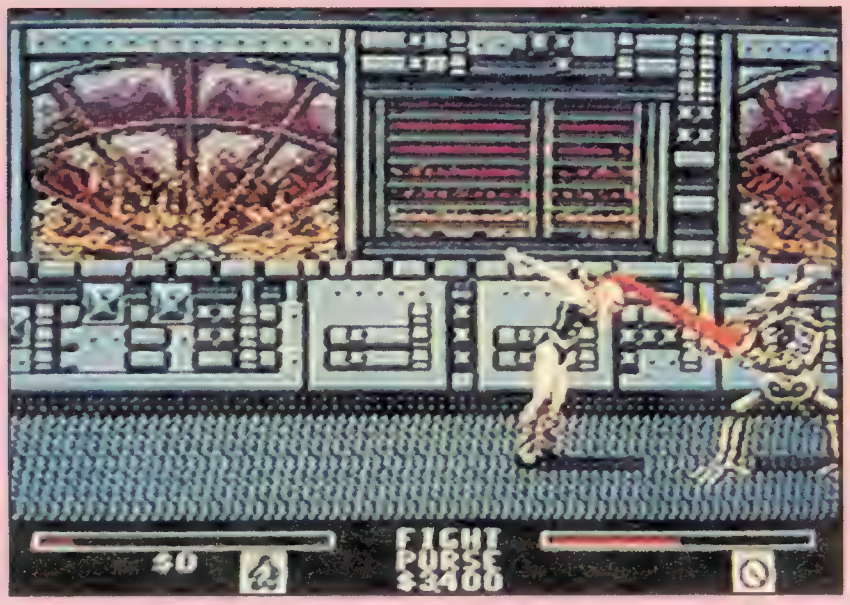




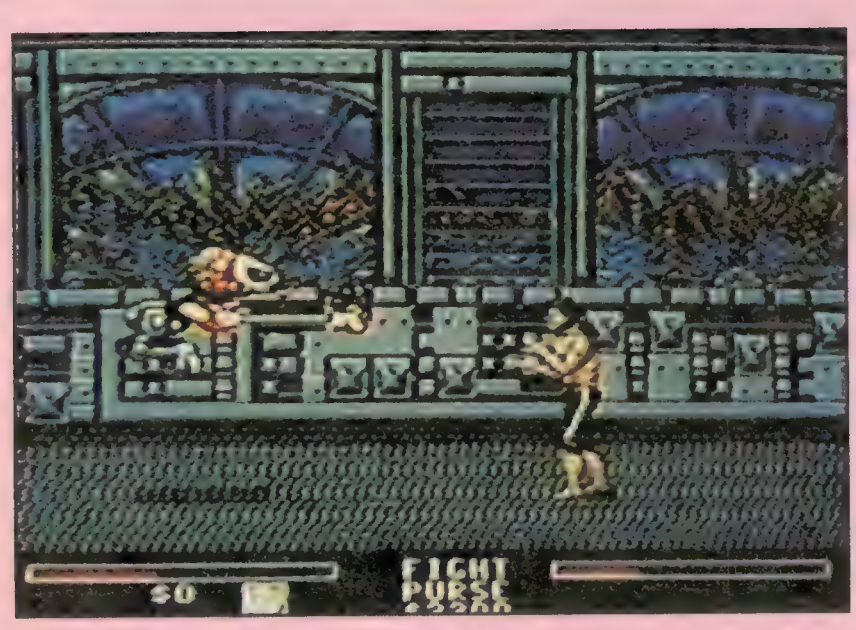
You've lost your last match — you're food for the land shark now. But if you enter the password Mondu gave you, you can try again, this time as a more powerful creature.



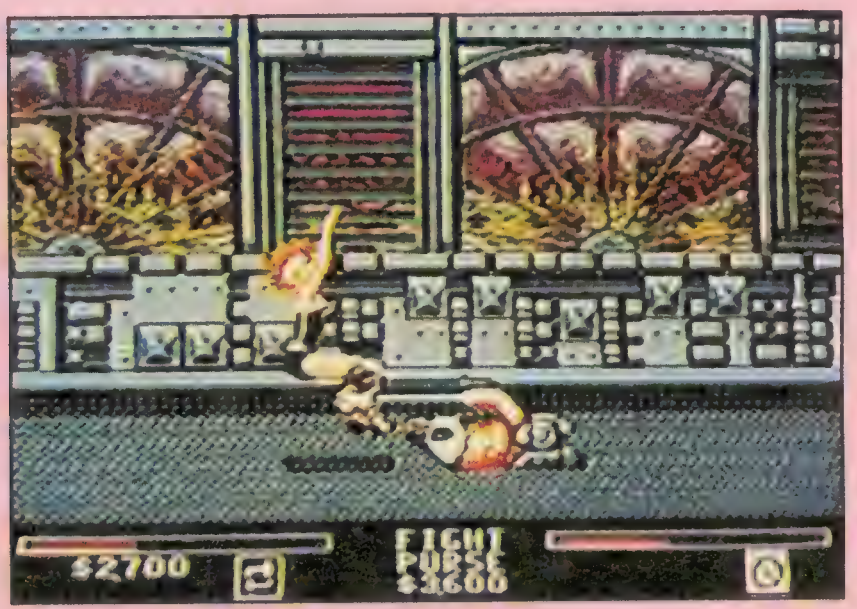
You have now become Skinny, Bonapart's cousin. But before doing battle with the vicious Edwina, you'd better stock up on magic. You can also buy more health and attack power.



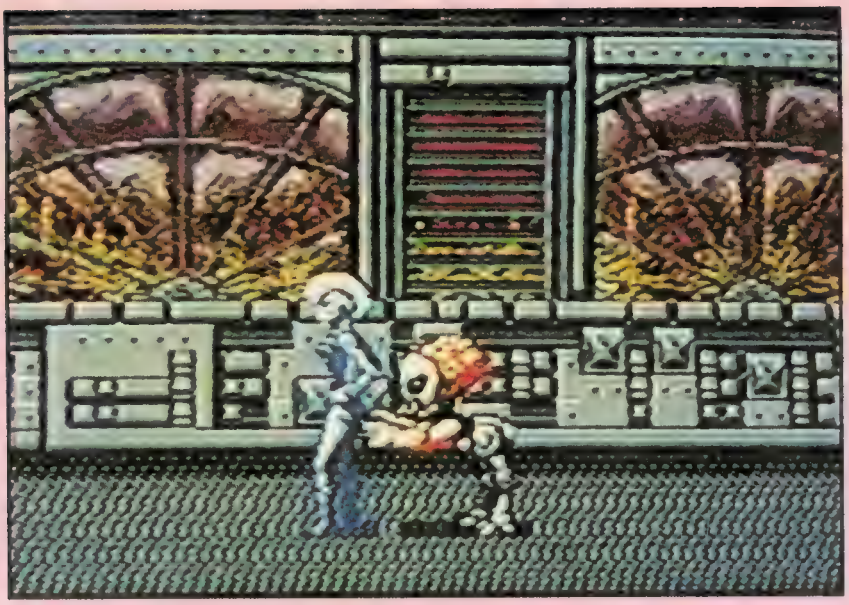
Edwina has a secret weapon — her mohawk hairdo lashes forward like a whip. This unique and painful attack can finish even Mondu himself in a few seconds.



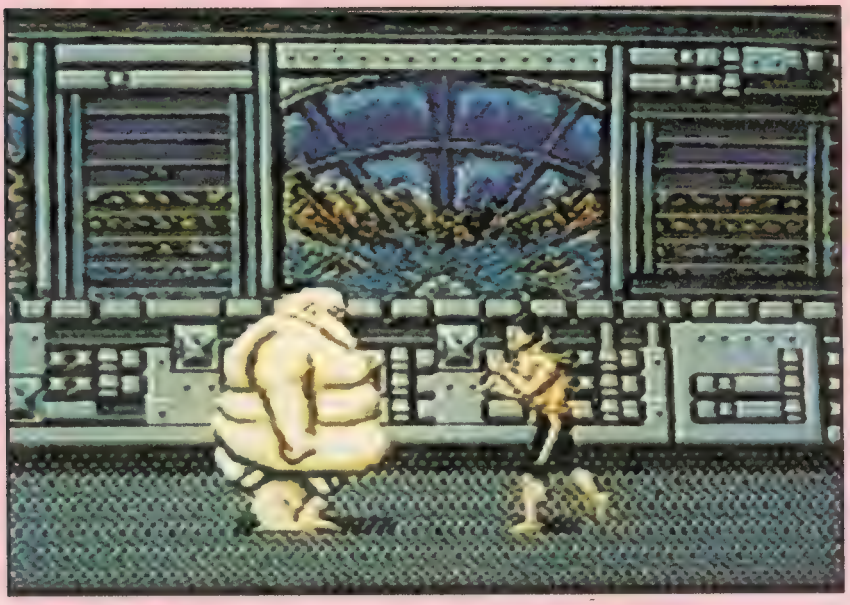
Fighting as Robochic, a half-chicken cyborg, has some definite advantages. Robochic's telescoping arms give you a longer reach than most competitors.



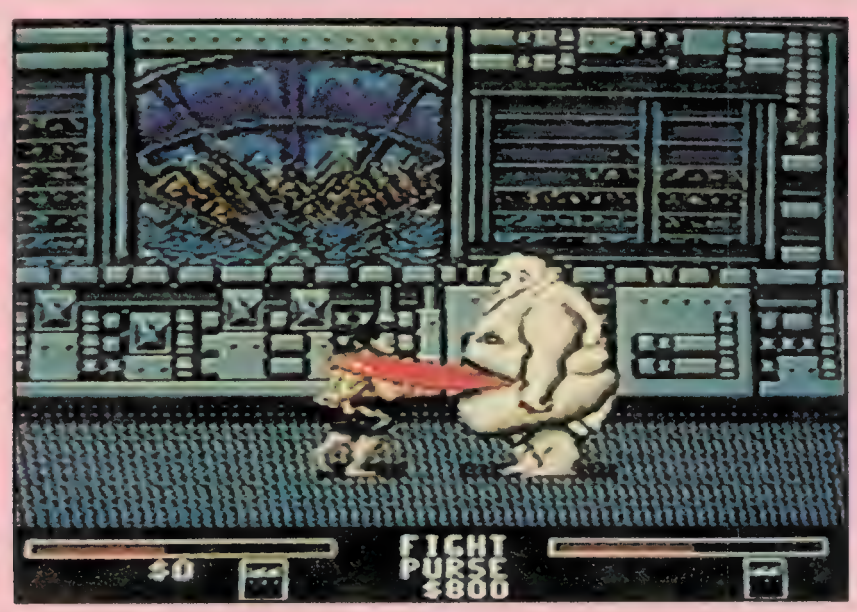
While squatting low to the ground, Robochic is a threat in both directions. His fists can strike enemies in front of him, and he can ward off attacks from behind with his jet blasts.



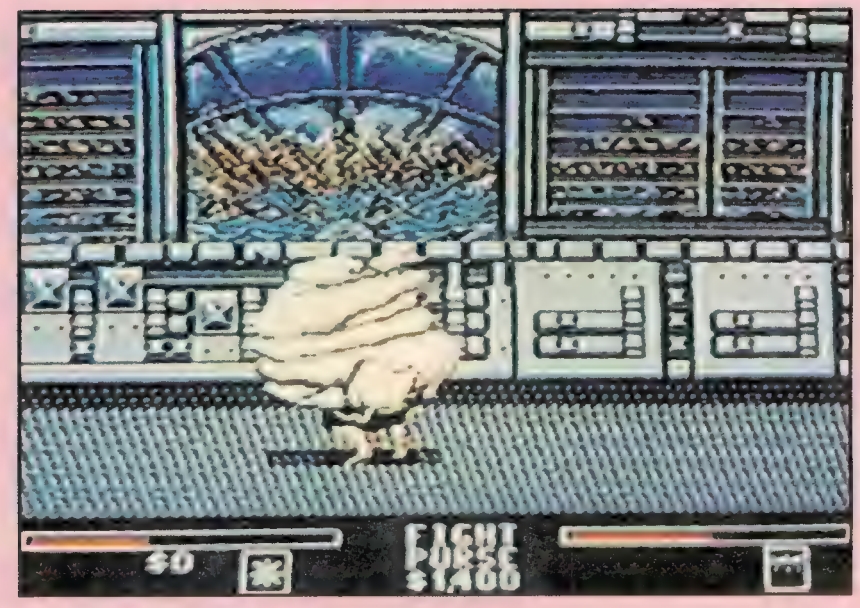
Don't forget to use your magic. The freeze spell stops your foe in his (or her) tracks, allowing you to heap on the punishment.



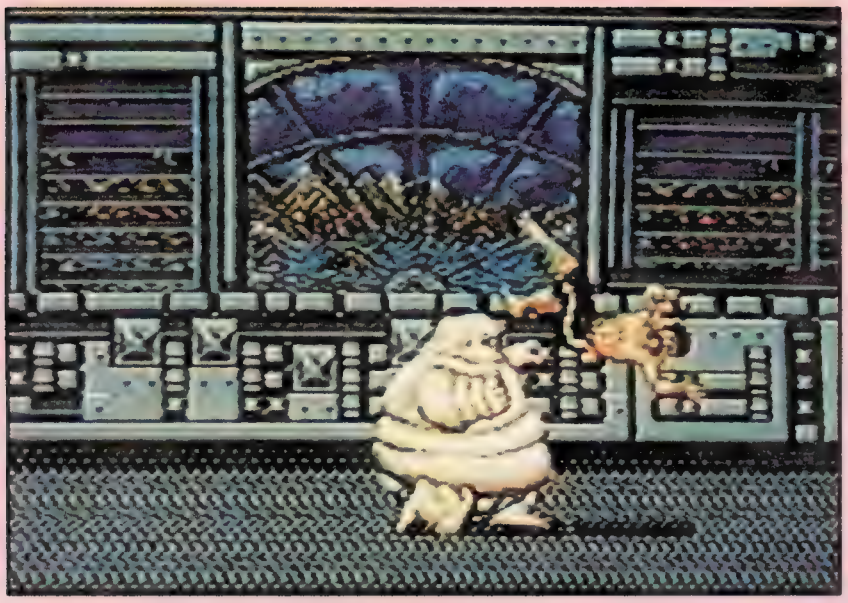
If you win enough bouts, you'll get a password that lets you fight as Mondu himself. Despite his size, Mondu is very agile.



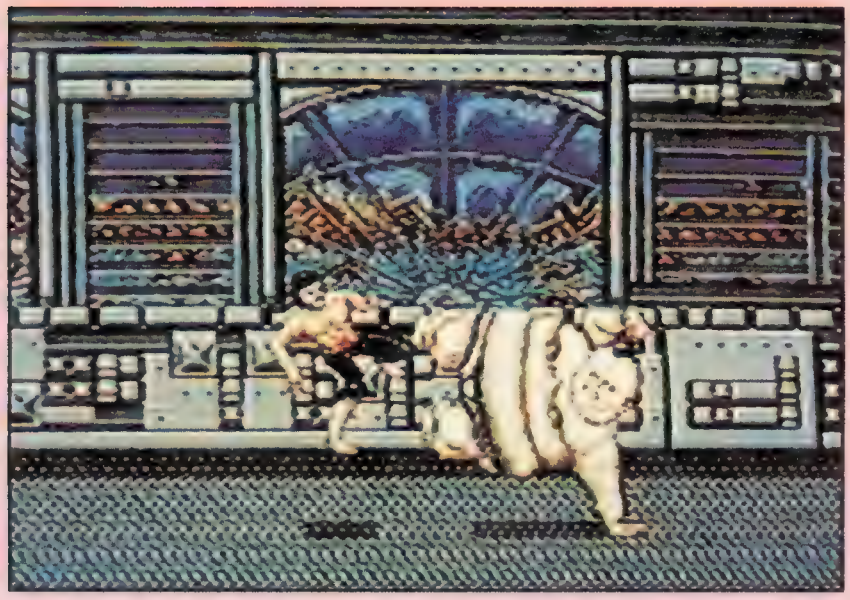
Mondu's favorite weapon — the horrible tongue lash.



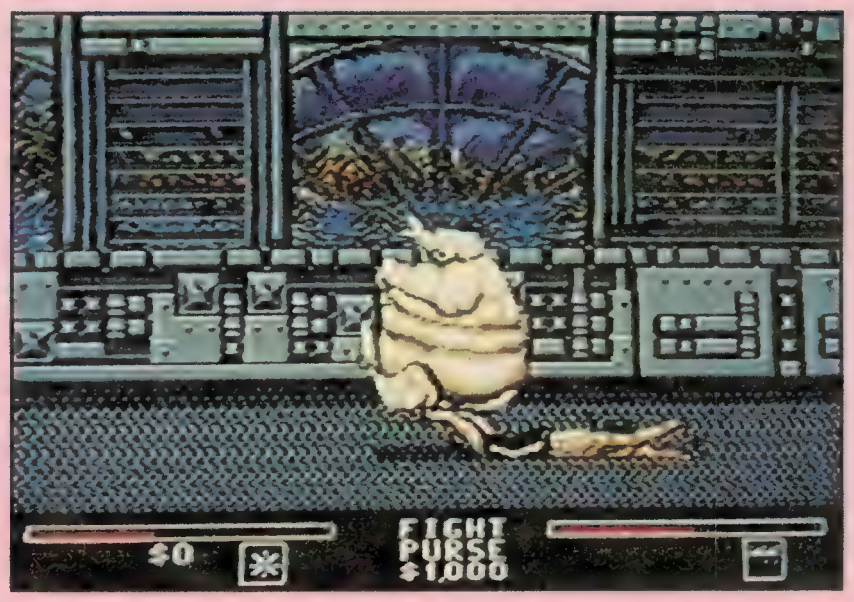
Another of Mondu's most effective techniques is his backward bounce. Each time he hits the floor the whole palace shakes, knocking his opponent flat. If he lands just right, Mondu can kill an opponent with a single bounce.



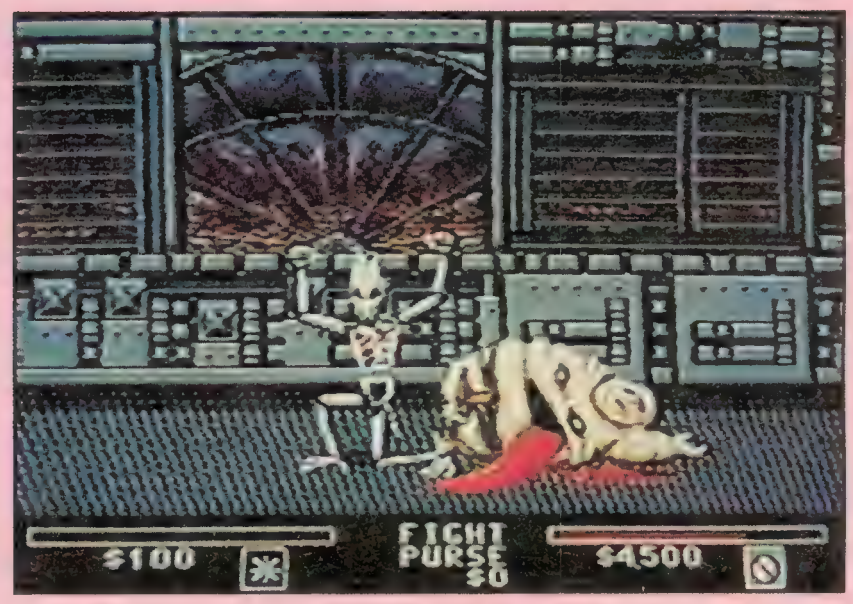
The big man is pretty handy with his fists, too.



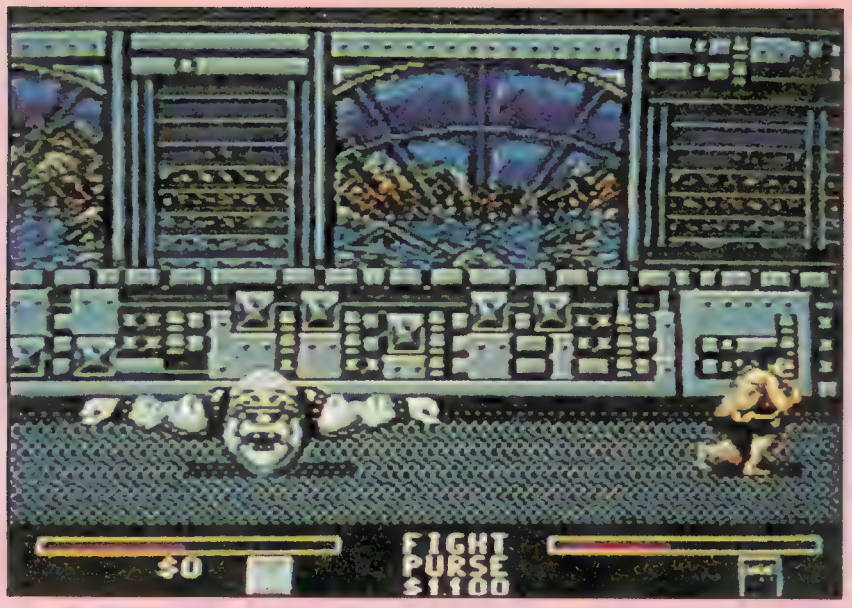
Mondu vaults off his arm to deliver a brutal flying smash.



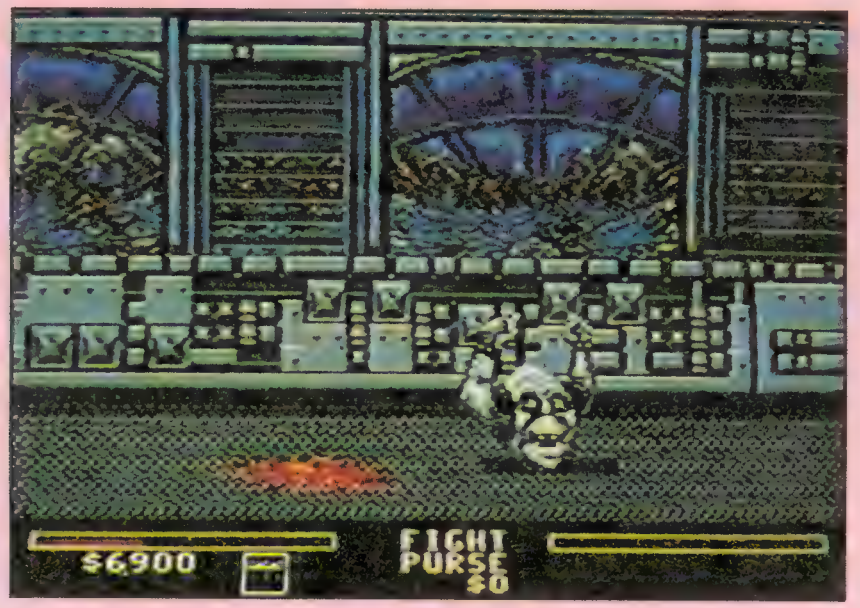
To finish off this flattened opponent, Mondu bounces on the victim's back and squashes him like a bug.



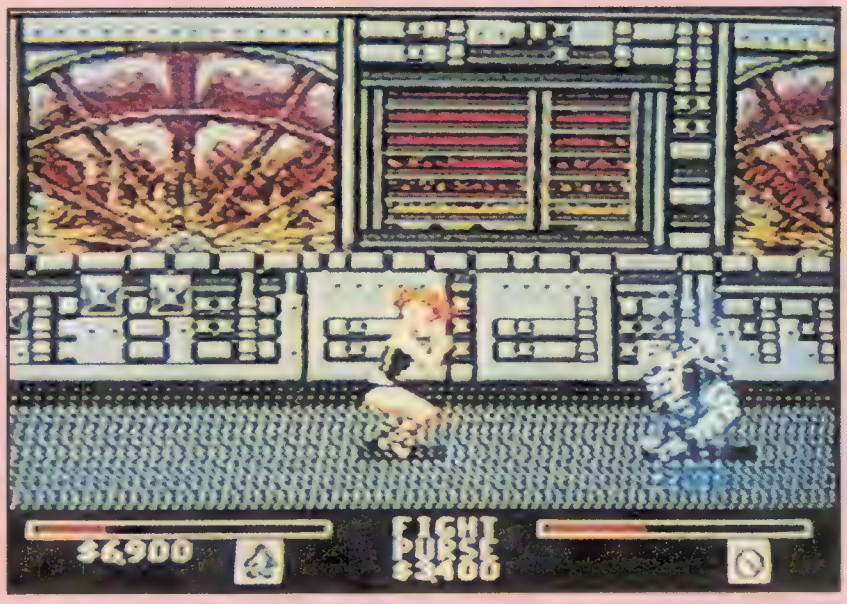
Although Mondu is tough, his size also makes him a large target. Bonapart managed to break the big man with a few well-placed leg whips.



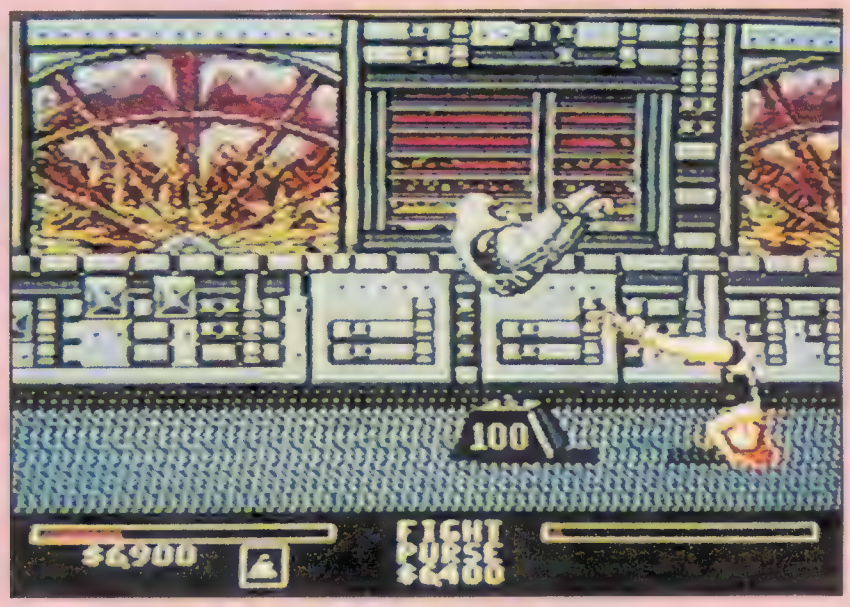
After you've had a chance to experiment with different fighters, you'll probably develop a favorite. Ours is Buff, the cousin of Stump the Bulkar. Bulkars may have no legs, but they're extremely tough.



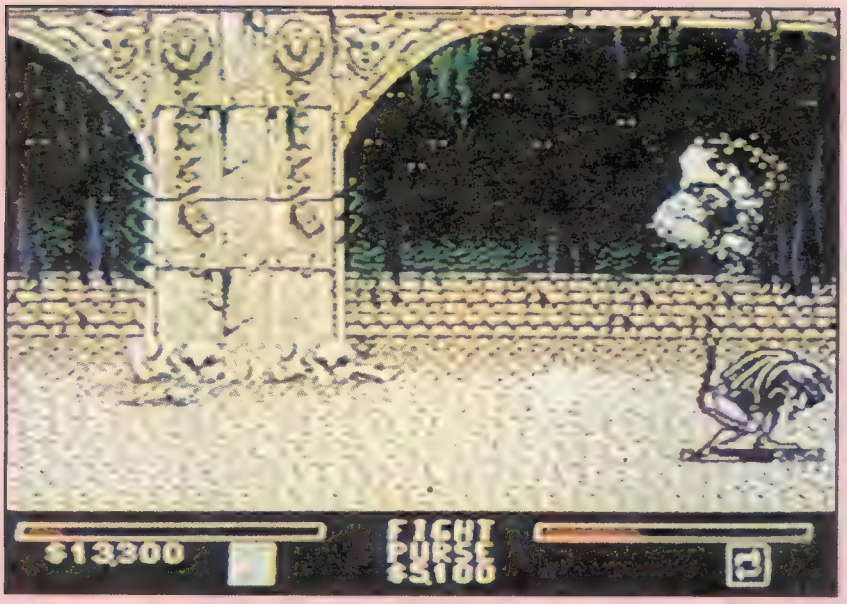
Buff's spinning, turnstile-like attack has reduced Rex to a stubborn stain on the carpet.



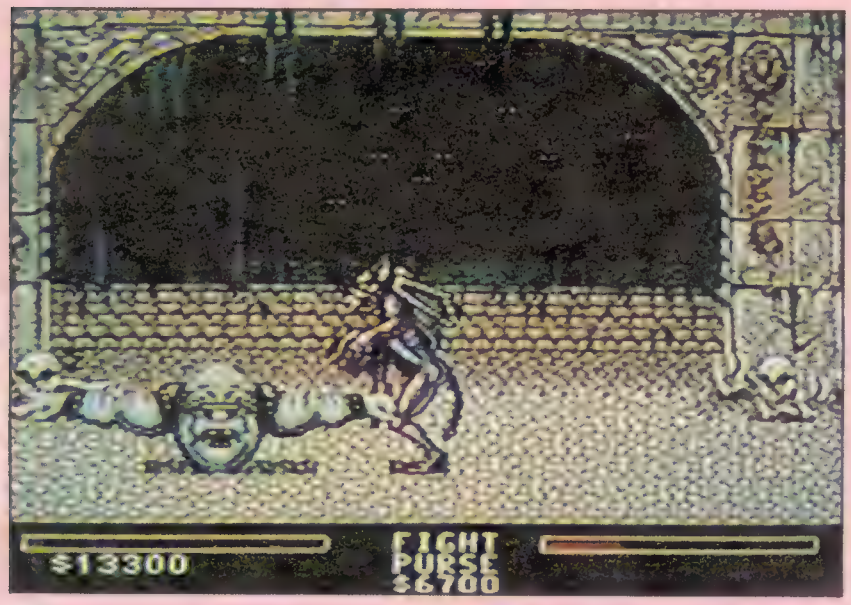
Realizing her predicament, Edwina casts a no-attack spell on Buff. If you're ever a victim of this spell, remember to keep moving until the magic wears off.



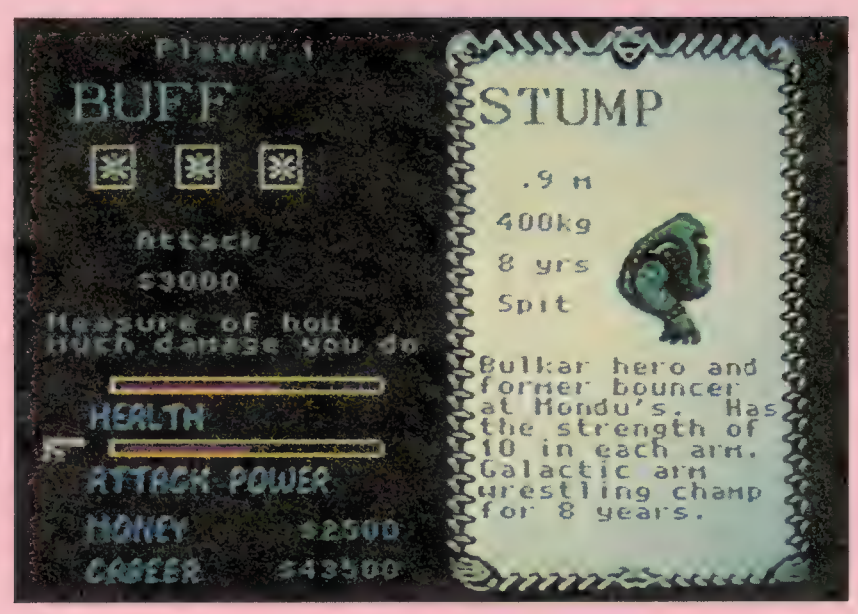
In retaliation, Buff casts a quake spell. This gives his jumps the same power as Mondu's bounce.



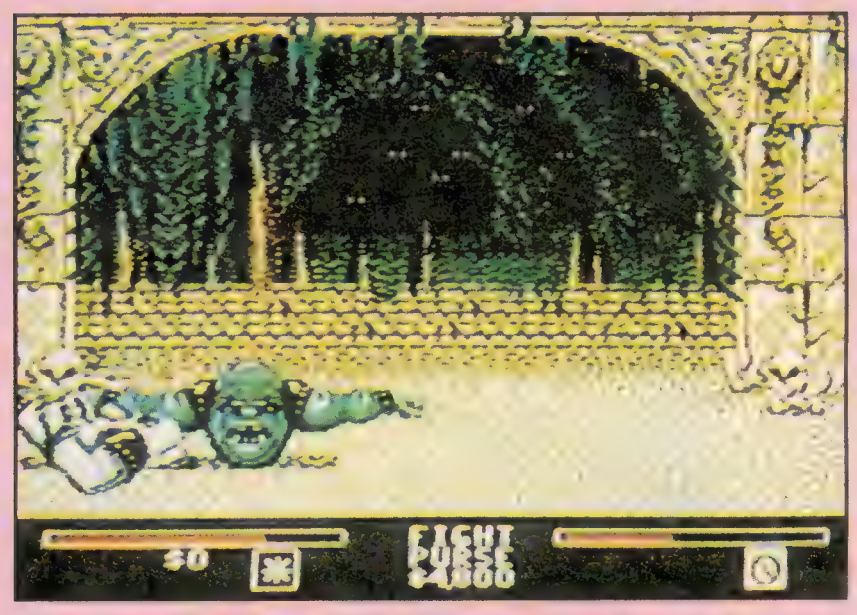
Guano, the purple gargoyle on the right, is one of the most uncouth fighters in the galaxy. This technique is his favorite form of attack.



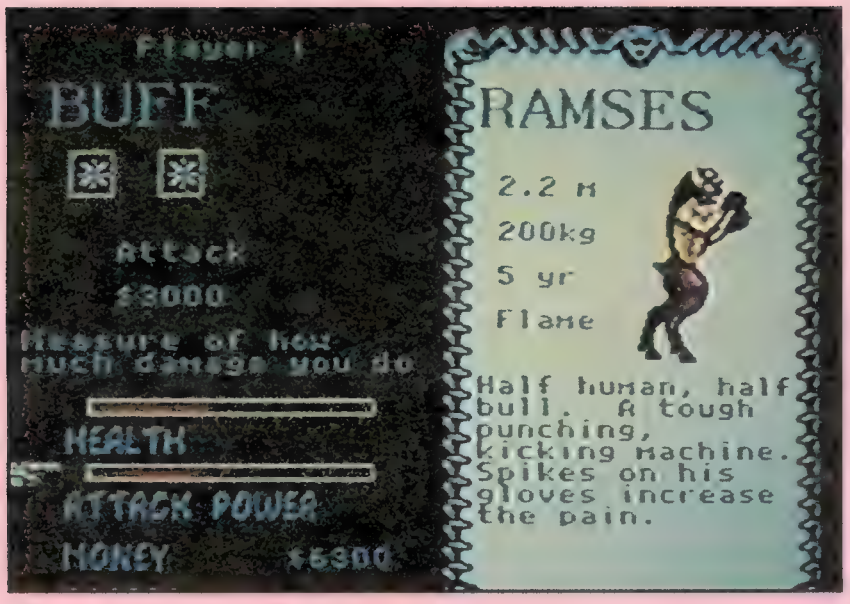
As long as Buff keeps spinning, Guano is foiled. He can't attack unless he gets close, and if he gets close he'll be bowled over.



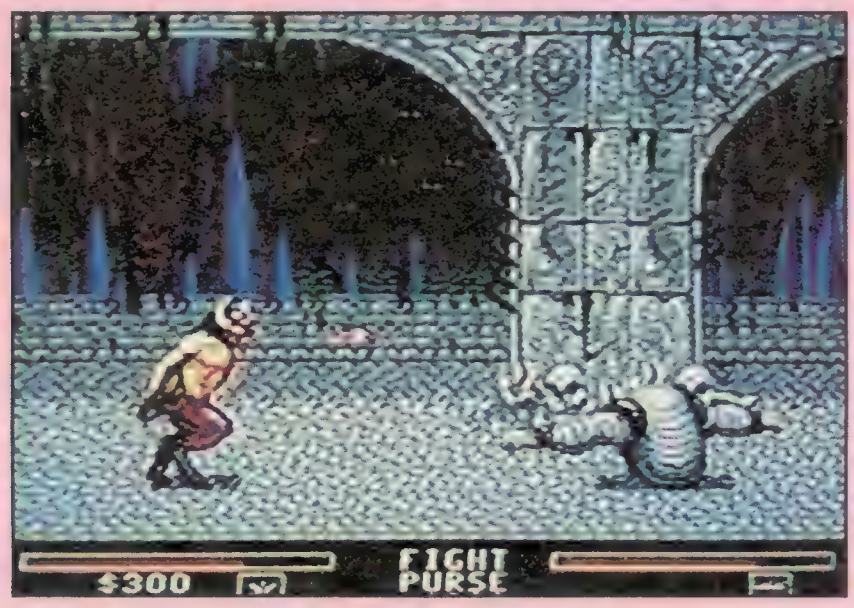
It's Bulkar versus Bulkar as Buff readies himself to fight his cousin, Stump.



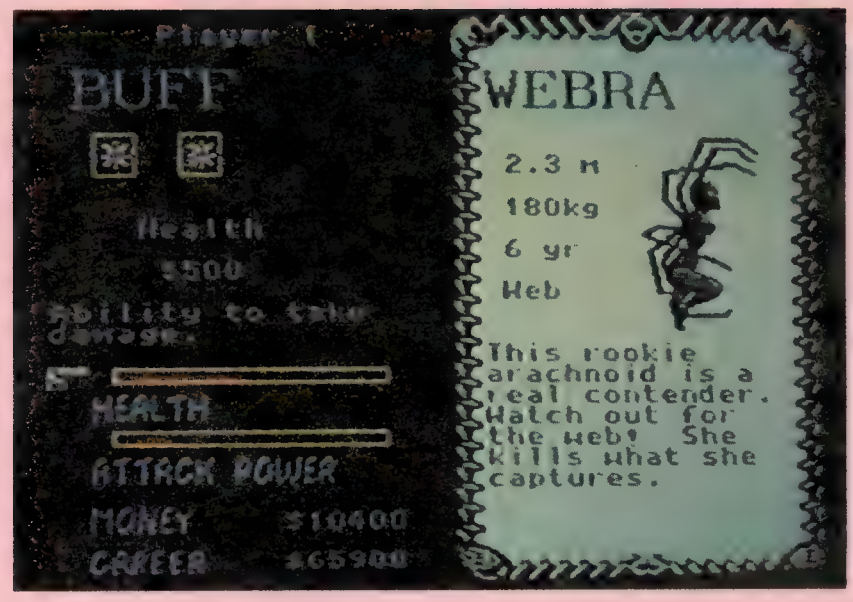
Don't forget the effectiveness of the spinning attack. After all, Stump can do it, too.



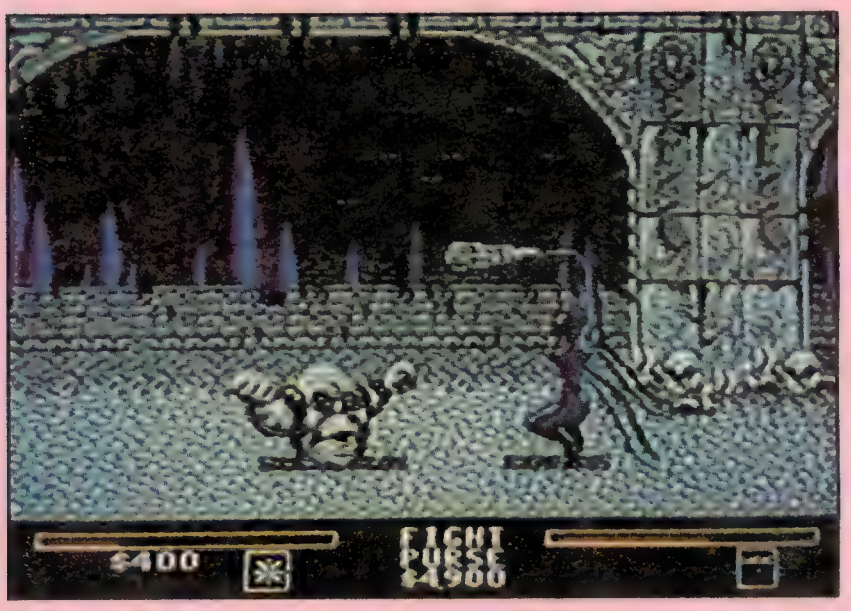
Ramses is half-man, half-bull, and a native of Norton, Kansas. Although his father was content to tend his cattle ranch, Ramses set his sights on the fame and fortune of the Fight Palace.



As long as you're not standing, Ramses' fireballs will fly harmlessly over your head.



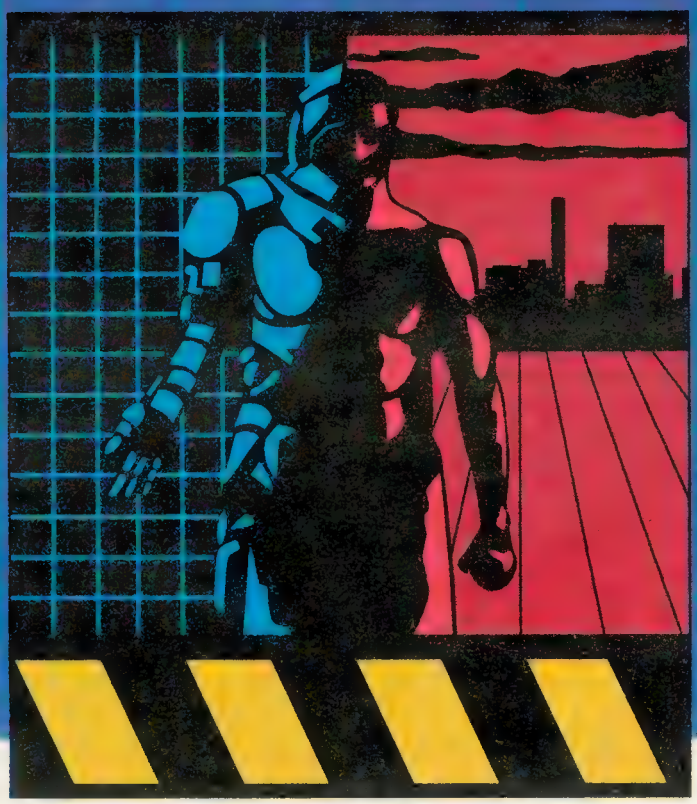
Stock up on freeze spells when you face Webra, the giant spider. She's very quick and can attack you in a number of ways.



After beating Webra, you'll face new contenders of the same species as those you've already met — humanoids, Bulkars, Arachnoids, and cyborg-chickens. Get a pencil ready to keep track of your passwords, and good luck!

E-SWAT

CITY UNDER SIEGE

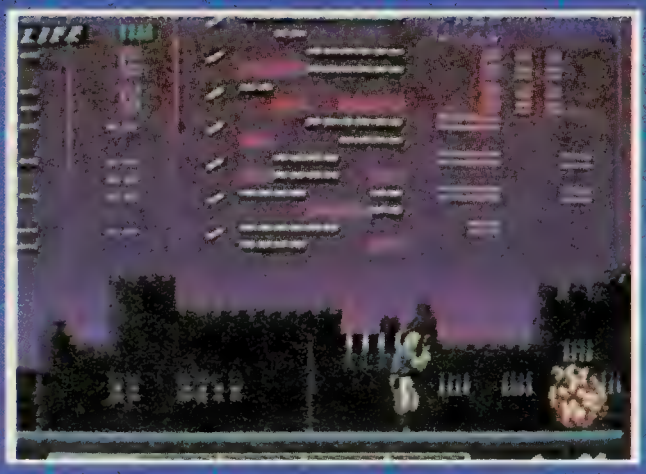


Sega Genesis, Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

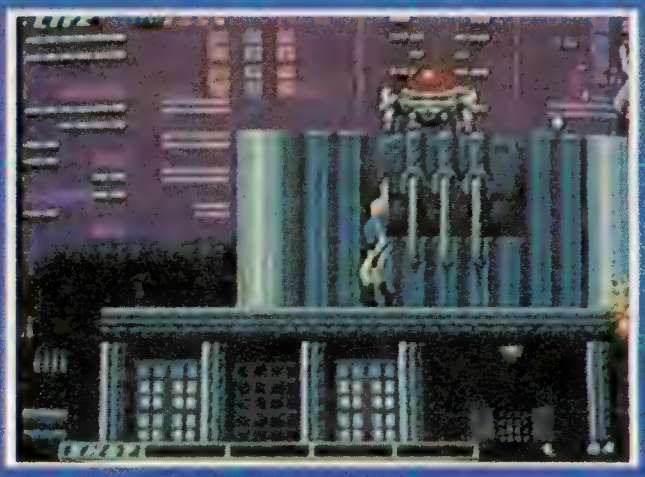
The videogame war on terrorism keeps escalating—every month sees new plots unmasked, new weapons deployed, and new units thrown into the fray. In this classy-looking shoot-em-up, the newest strike force is called the E-SWAT team (Elite Special Weapons and Tactics).

E-SWAT's secret weapon against the terrorist hordes is the powerful Ice Suit — an elaborate suit of cybernetic armor that can turn one man into a tank battalion. Using the Ice Suit, along with the special cannon, plasma weapons, and flamethrowers picked up along the way, your E-SWAT warrior should be a match for anything the enemy can throw at him—unless, of course, the terrorists have their own secret weapon.

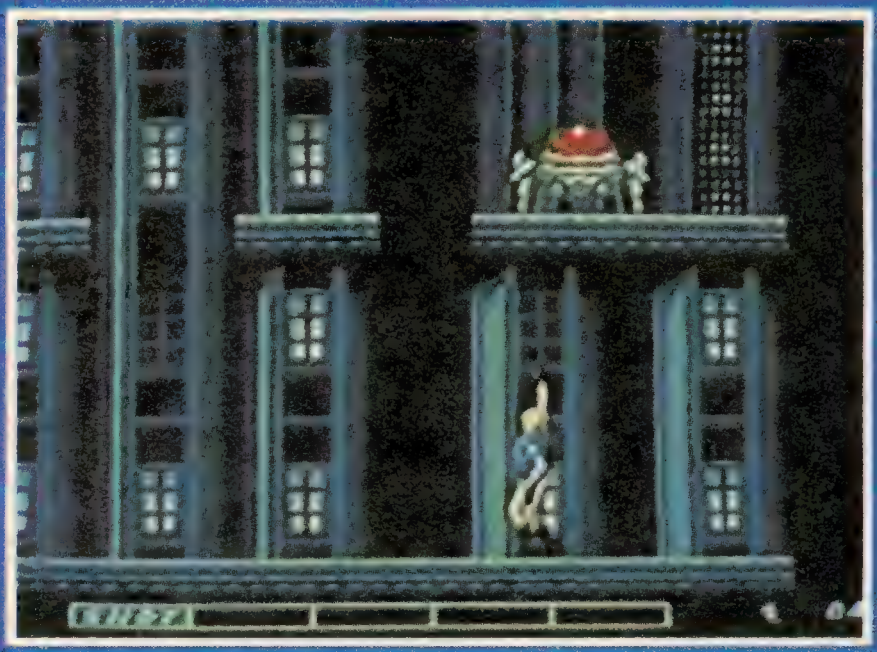
E-SWAT's most dangerous foe is a terrorist group known as E.Y.E. To neutralize this group's powerfully defended headquarters, you'll have to complete eight missions of increasing deadliness, against enemies whose weapons and defenses seem to grow more sophisticated with every passing hour.



You'll have to walk some mean streets before you get to don the Ice Suit — in fact, you'll have to complete the first two missions in an ordinary cop suit, just to qualify.

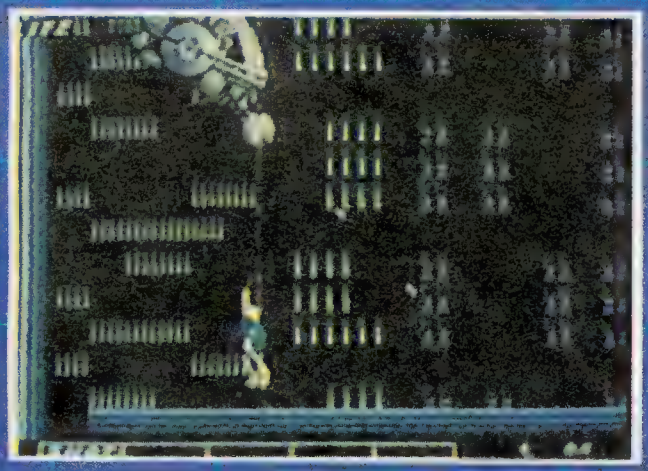


It takes 3 hits to destroy one of these grenade-tossing robot weapons.

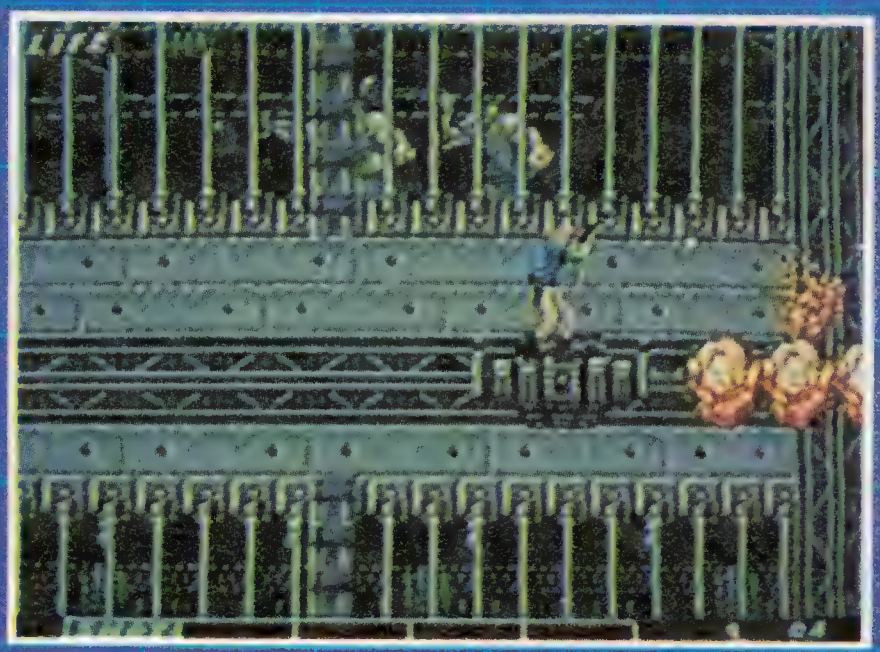


Shoot the enemy above your head and you'll win a partial increase in your life bar.

Grab that blue "M"! It fully restores your life bar and when it appears, it means you're about to fight a boss or some other really formidable foe.

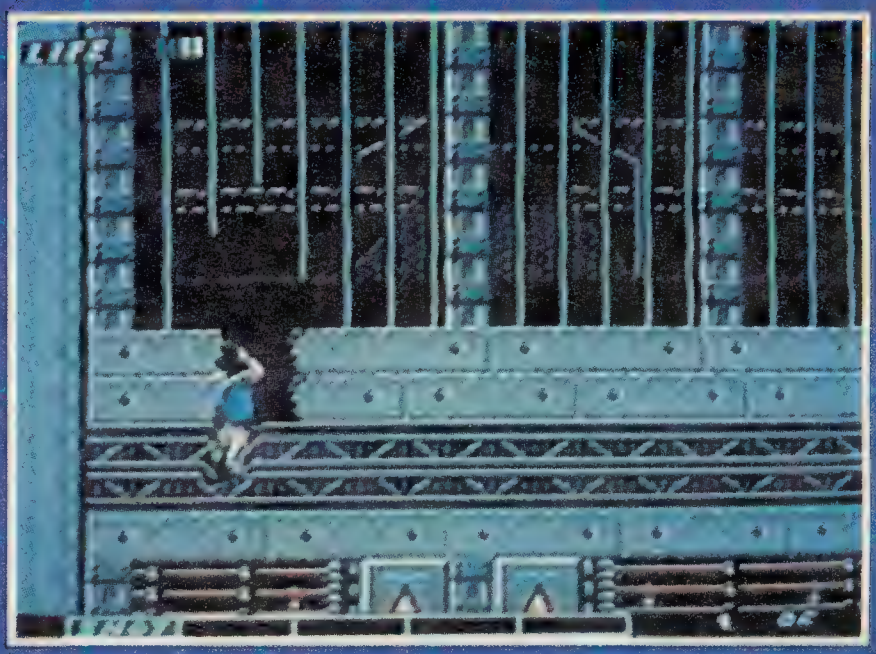


When this boss chopper stops moving in order to shoot, you can score lots of hits — provided you're in the right position.

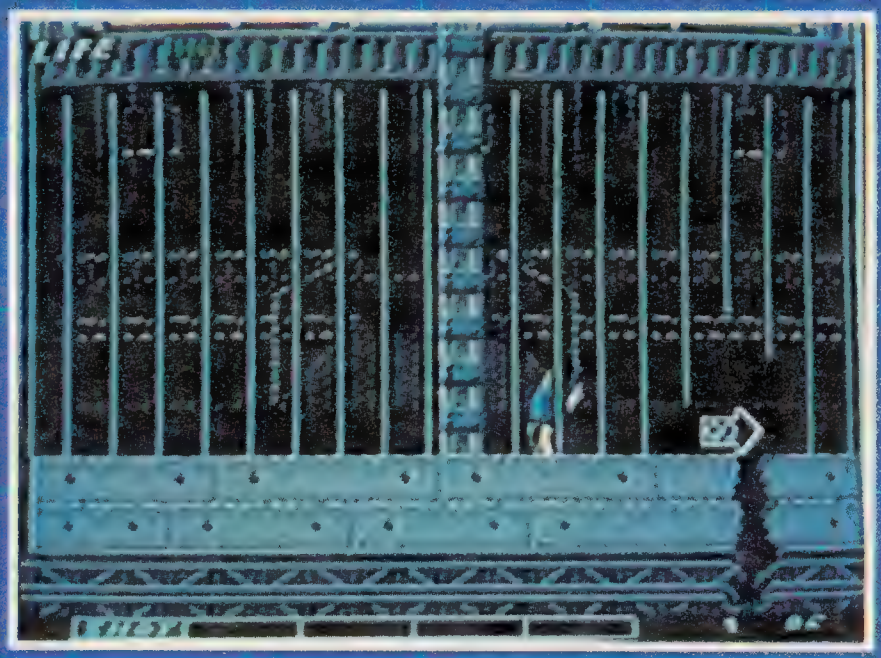


Just before you reach the entrance to the Cyber Prison, you'll confront an inmate mounted on a platform similar to yours. Destroy him and receive a one-up.

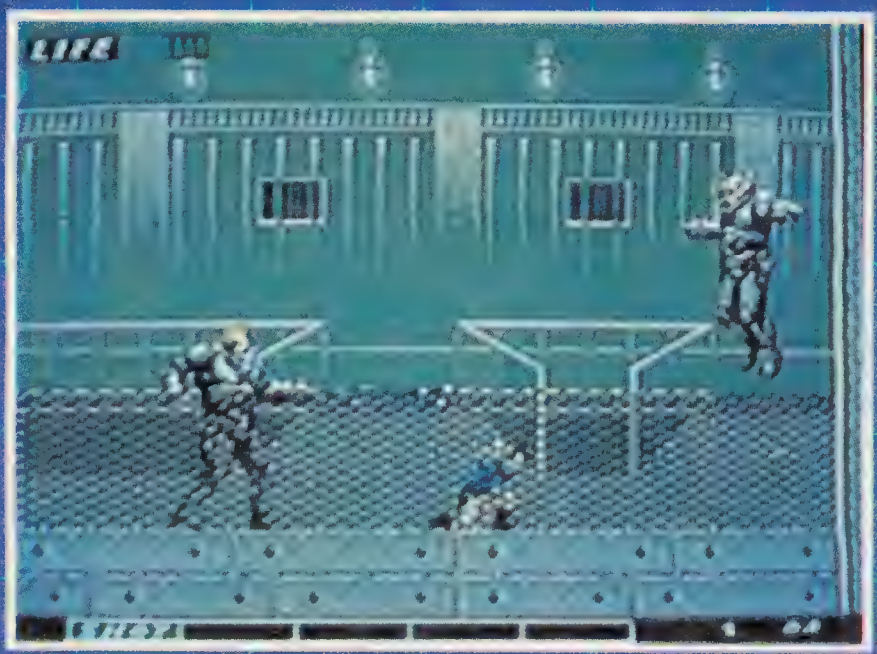
It takes several hits to kill the big bruisers armed with maces.



At the end of each level in the prison, you'll find a hole blown through the floor. These are your means of descent to the level below.

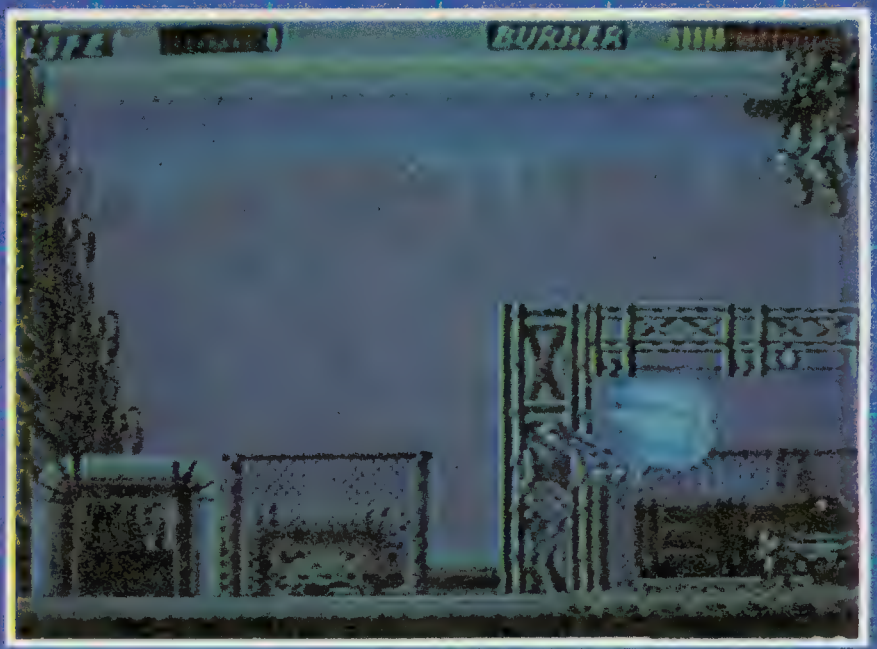


The exit to the next stage of this mission is at the far right side of cell block D-1. Jump *over* the hole, not into it, or you'll have to replay the entire mission.



These two bosses land simultaneously. The one on the right jumps back and forth, but the one on the left always stands. Stay low, shoot constantly (your bullets will stop theirs in mid-flight), and pivot to face the foe on the right as he jumps.

When you're wearing the Ice Suit, you qualify for special weapons. The first special-weapon icon you'll come to is this one, which gives you a powerful plasma-cannon.

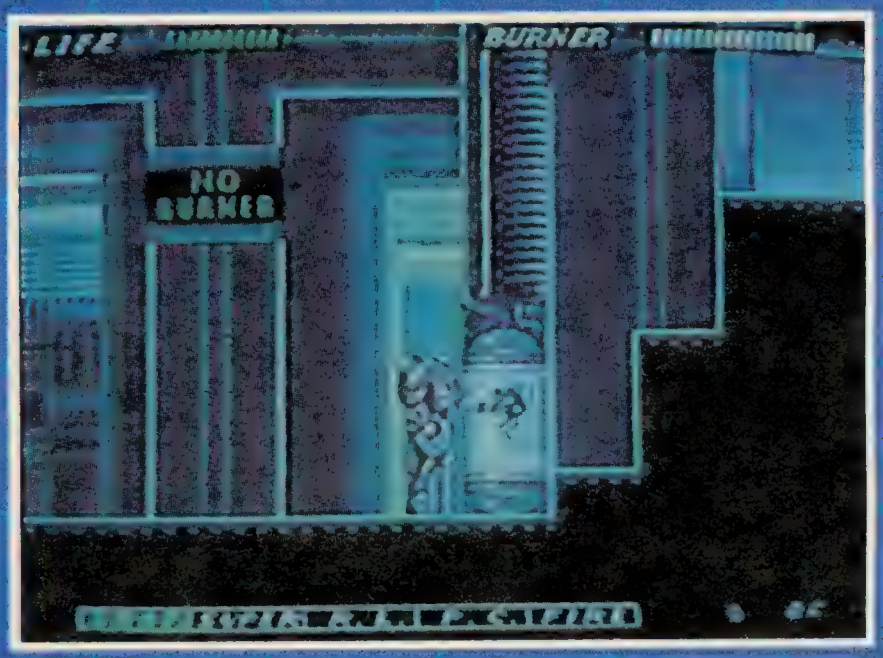


When you near the reactor area, watch out for attackers from above. One hit grounds them, two hits kill them.

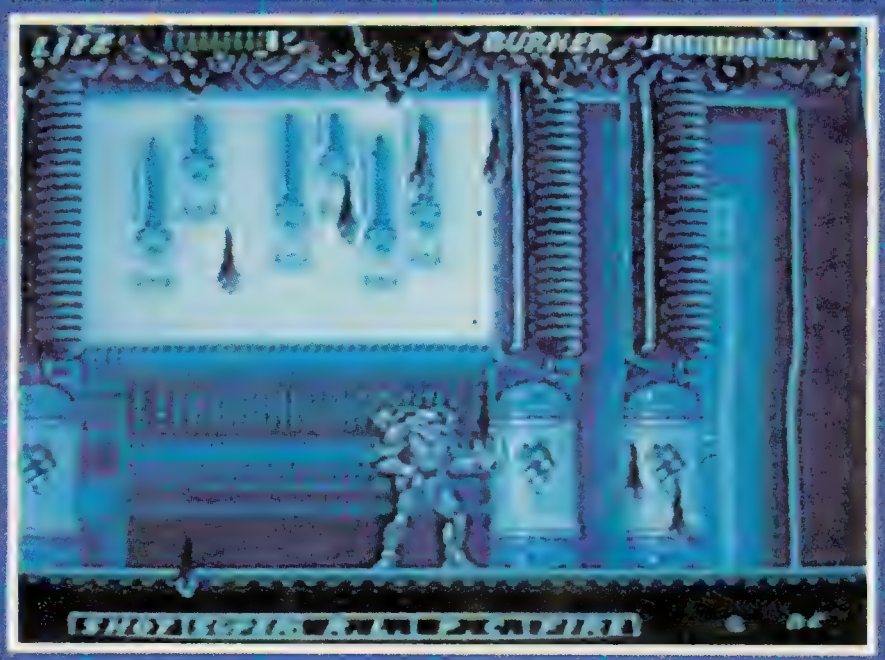
On top of this containment tank you'll find the Super-Shot, an auto-firing weapon of devastating power.

Here's a flame-thrower; it's the most powerful weapon in the game. To reach it, *and* to continue, you'll have to start using your jet pack.

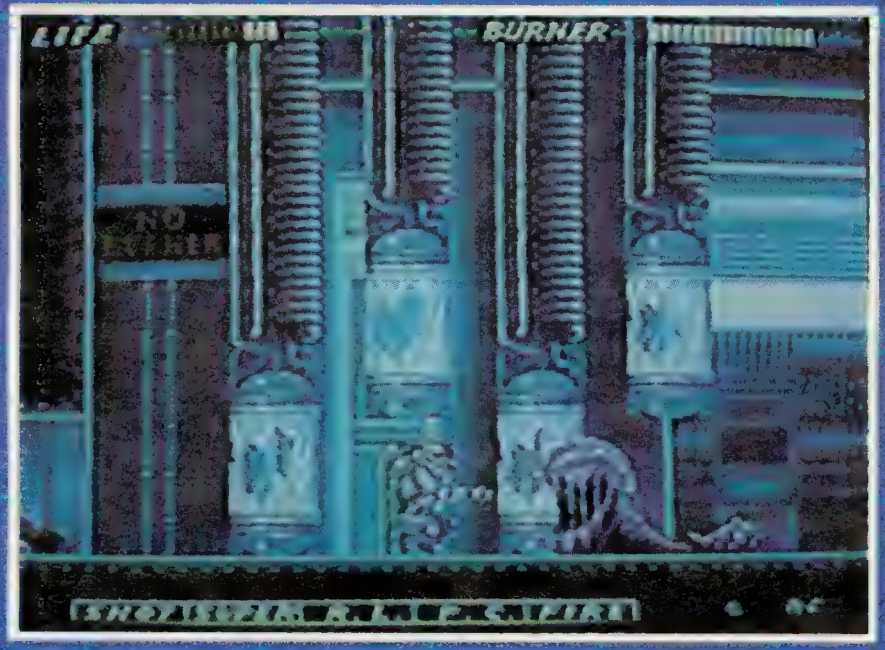
The reactor boss is invulnerable while he has his helmet on. Wait until he shoots his head off, then jump over it and blast his face.



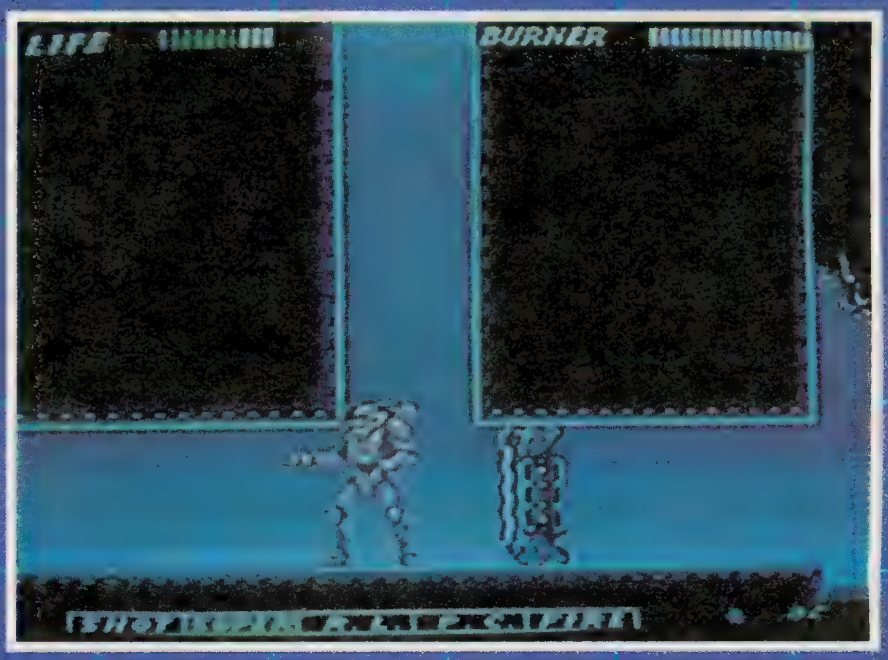
You can't use your jet pack inside the mad scientist's lab, so don't count on it for help.



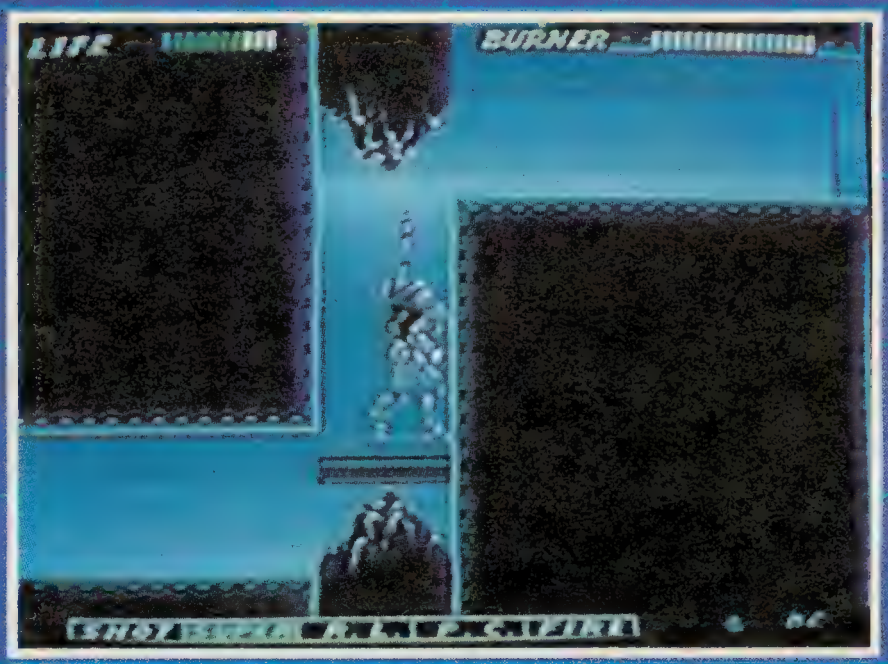
Most players will be better off just running through this passage of falling goo — you'll probably take more hits if you try to fight or dodge it than if you just scoot through with your head down.



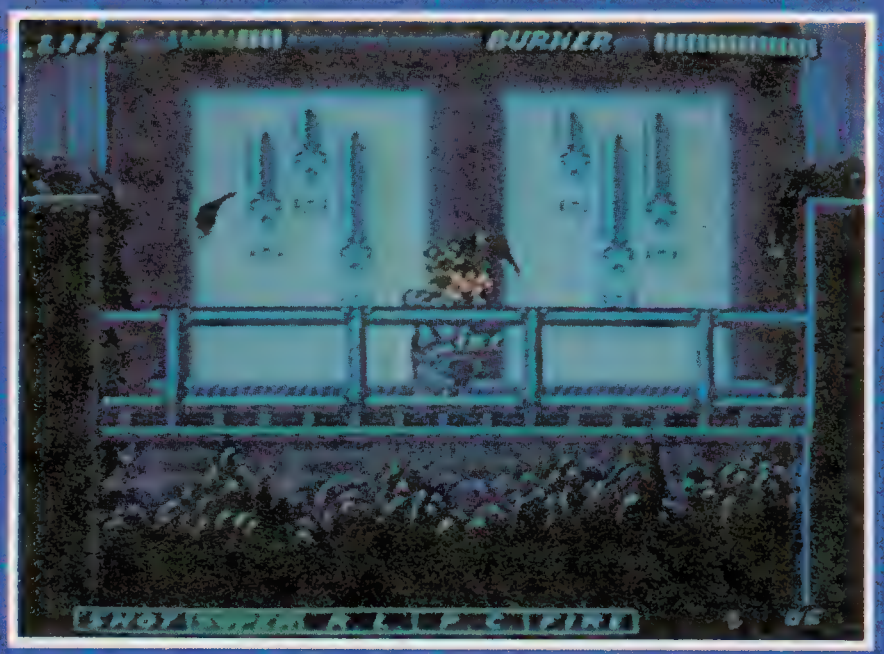
The dark purple globs just pile up and can be blasted pretty easily; the lighter-colored ones turn into gaping mouths which you must shoot head-on.



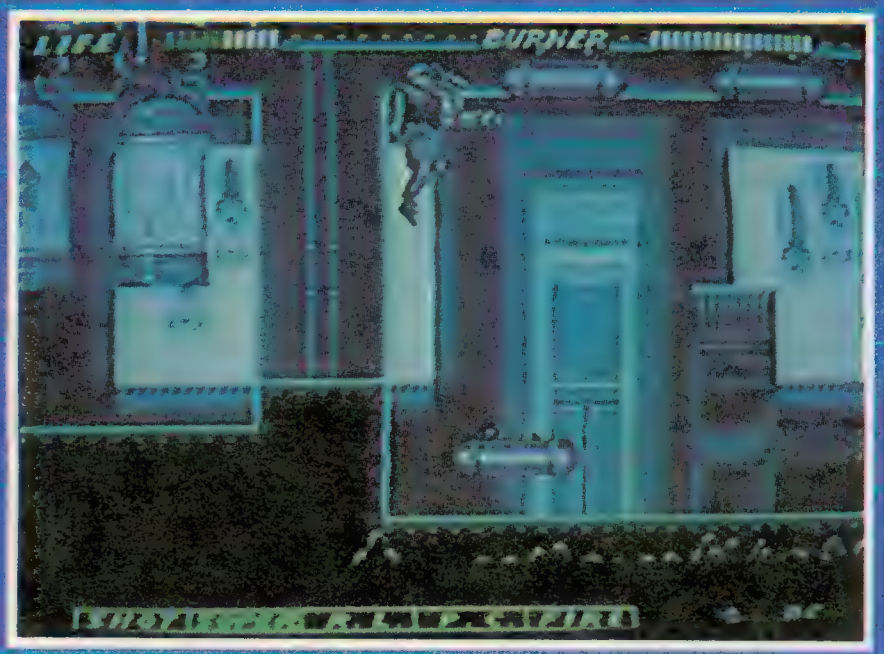
Blast this moving barrier until you reach the vertical shaft, where you can stand up straight —then leap up and let the barrier pass beneath you.



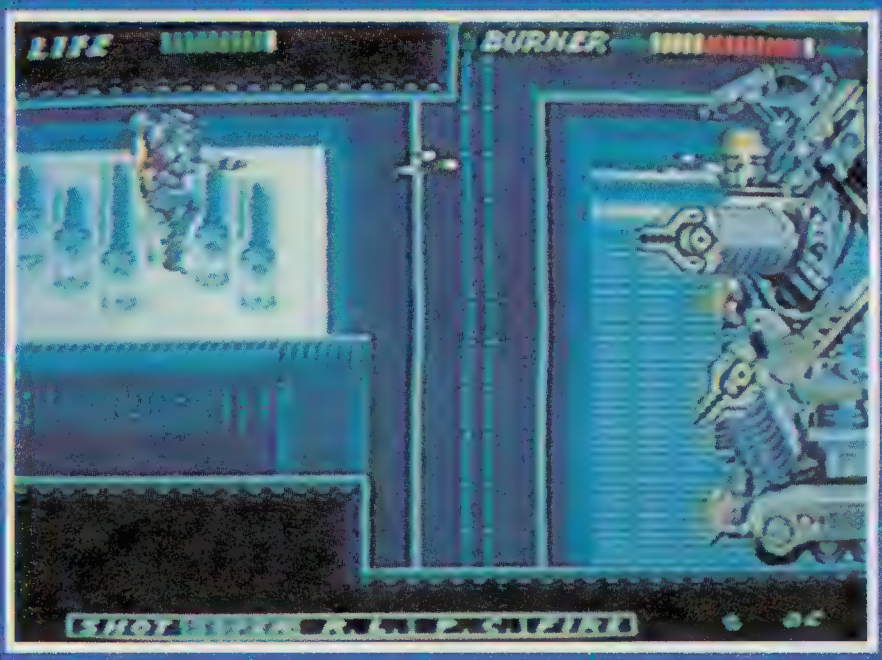
This rising platform will push you into the deadly ooze unless you keep blasting the stuff as you ascend, making it back away from you.



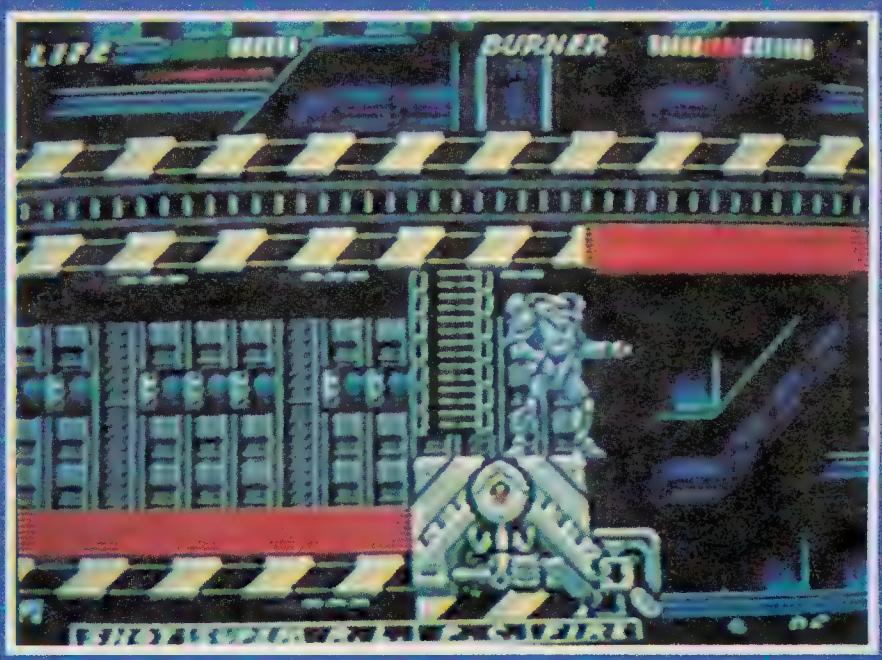
Here's the toughest part of Mission 4. Stay on the platform and dodge the falling droplets until you can leap over the goo-clogged passage at the upper right.



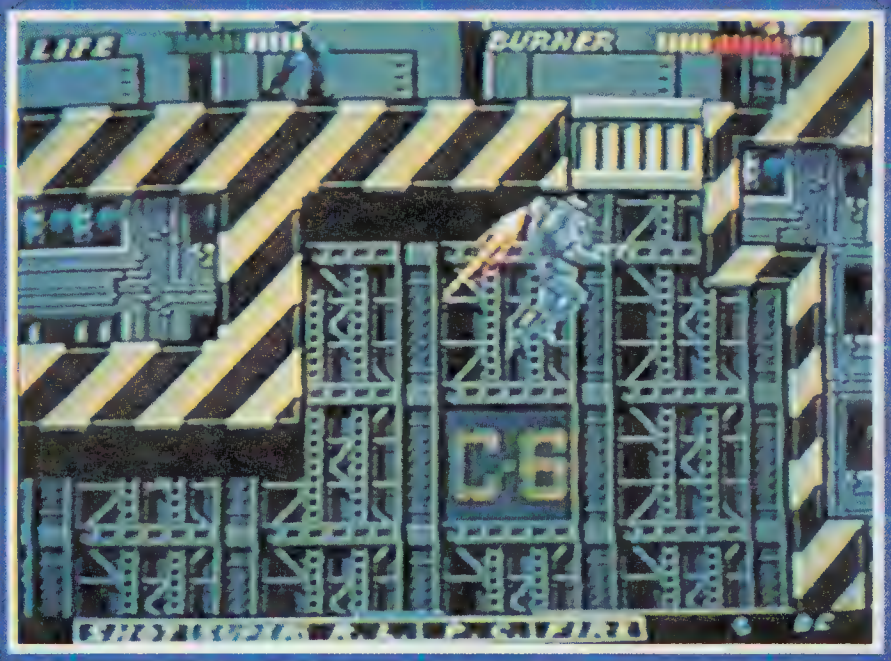
Before you advance, shoot the pontoons off the ceiling and then walk on them.



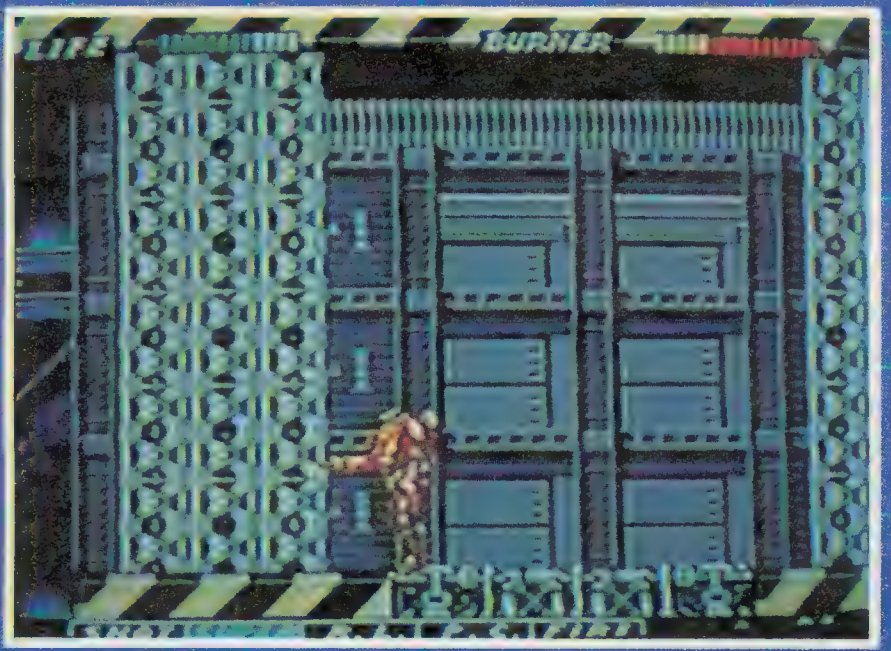
Hovering with your burner uses no precious energy. Take out this boss's top sensor first, then use your rocket launcher to get the bottom one. Finally, jet downward to take out the center one.



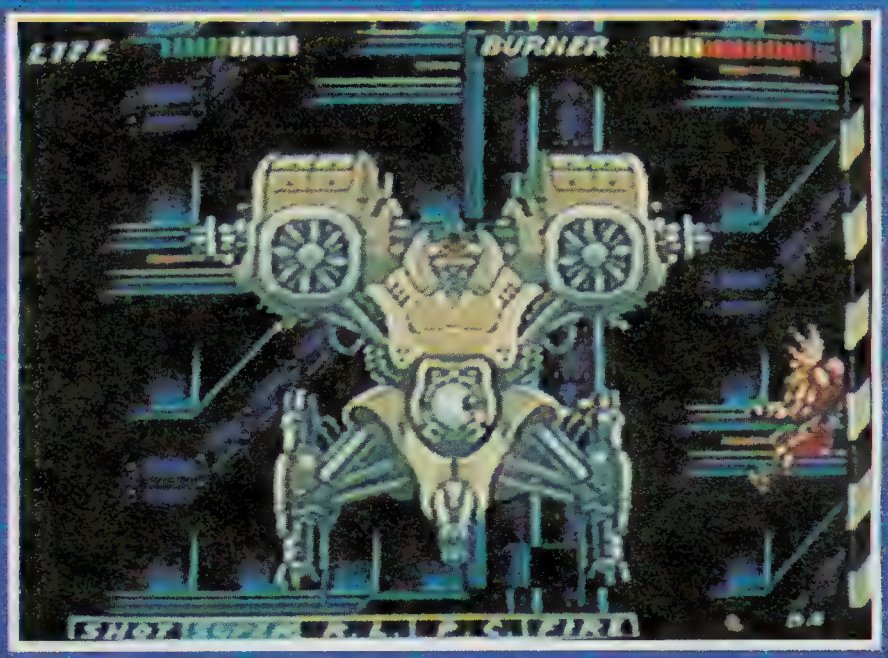
You'll have to fly a lot in this mission. Don't land on the red areas — they'll sap your strength.



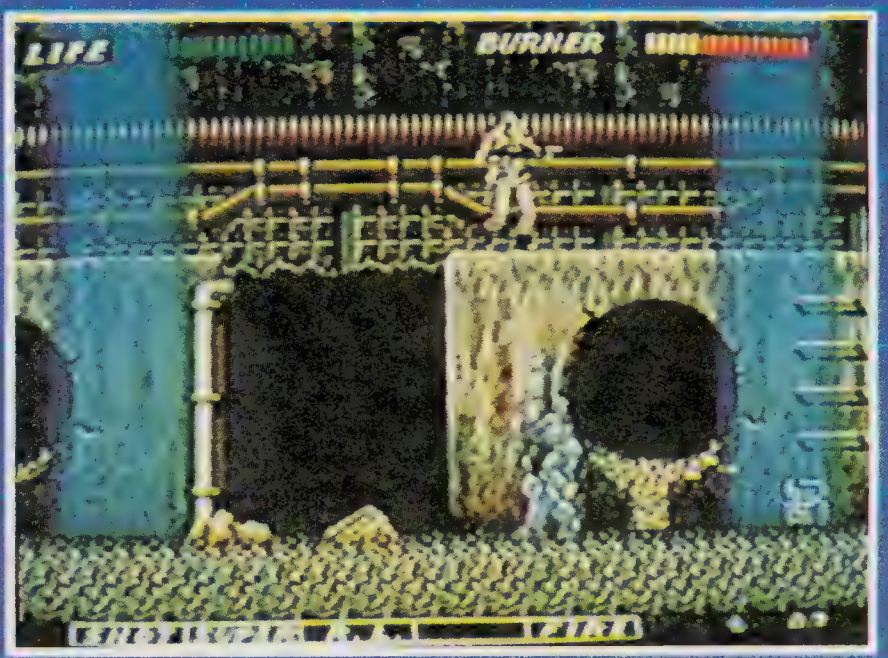
To get beyond this point, you must use the blast from your jet pack to melt the hatch above.



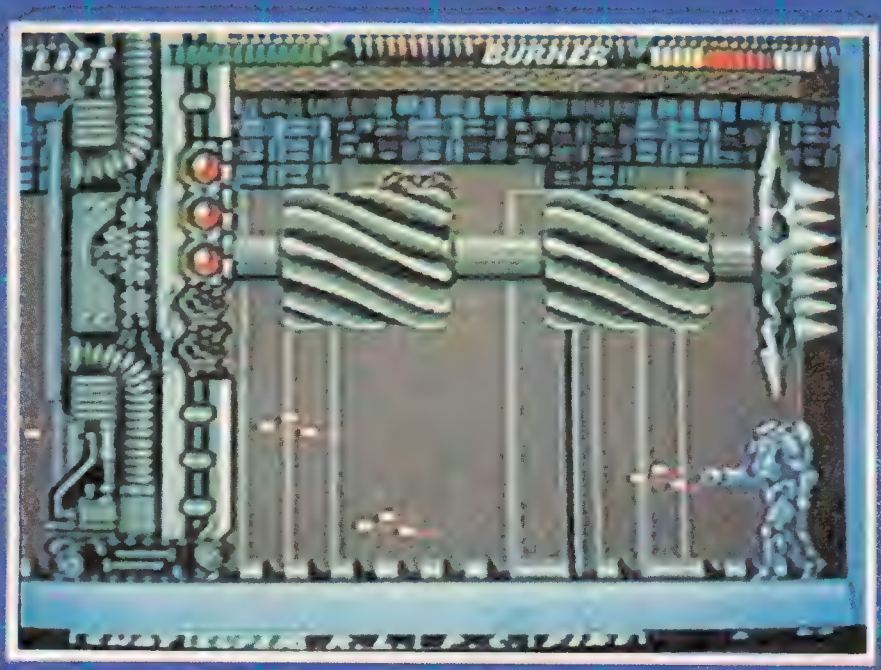
When you reach this room in Mission 5, your suit will turn red. This means you have unlimited burner fuel for your battle with the monstrous boss of the Dark Base.



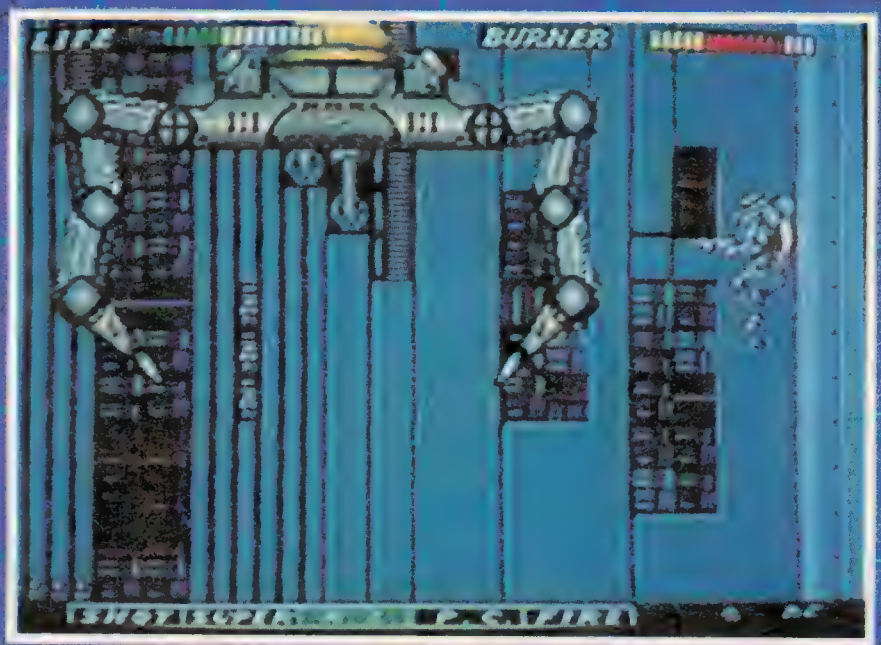
Aim your fire at the sensor in the middle. This boss is a lot more agile than its appearance would suggest.



The sixth mission, in the sewers, is relatively brief. Notice that the enemy's weapons are becoming much more technologically sophisticated. What might that mean?



The seventh mission is very straightforward — just blast your way through. Destroy the boss cog's sensors, while keeping out of range of his rotating gears.



The final boss of Mission 7 seems easy to destroy, but in fact has more than one life. Once he takes off and begins to fly, position yourself above him and use your rockets. Ahead of you lies Mission 8 — and an uncomfortably familiar foe.

CALIFORNIA GAMES

Compete in all the games, or only in the ones you're in the mood for. Try a few practice rounds, then choose a sponsor and enter the tournament.

Here's fun in the sun without the sunburn, or the cost of all those kneepads, sunglasses, and surf wax. This game gives you all the rad, bad, aggro competition you can handle in a series of west-coast specialties.

You start off in Hollywood with skateboard action, doing hand plants and kick turns on an awesome half-pipe, then scoot to San Francisco for the gentle art of foot-bagging. Next, it's off to —where else? — the beach, for roller skating and some super surfing. You'll conclude with BMX dirt-track racing and the fabulous Flying Disc event at Yosemite National Park.

You can compete in all six events, trying for the California Championship, or just the ones that especially interest you. Each game has a practice mode, and you'll probably use it a lot.

Sega Master System. Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

In the skateboard event, you'll have 1 minute and 15 seconds (or three falls) to build up speed and perform stunts.

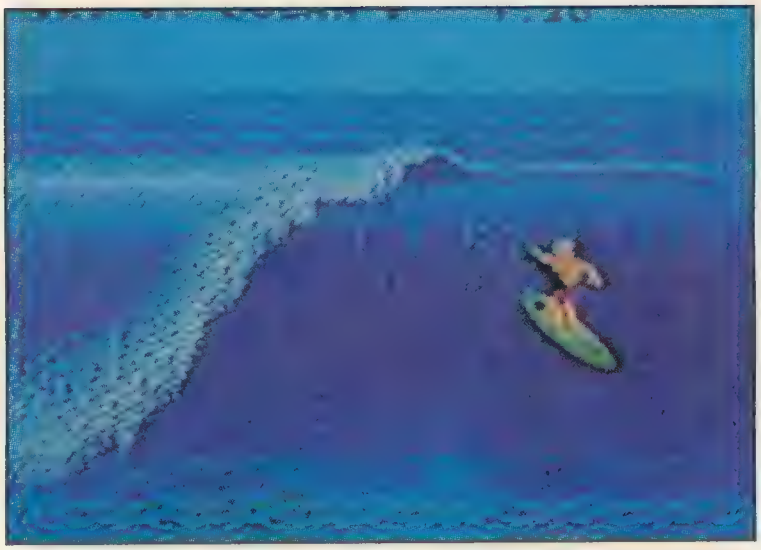
When you bite the plywood sandwich, the game will tell you what you did wrong.

Depending on the tricks you do, you're awarded points. The higher you jump, the bigger the score.

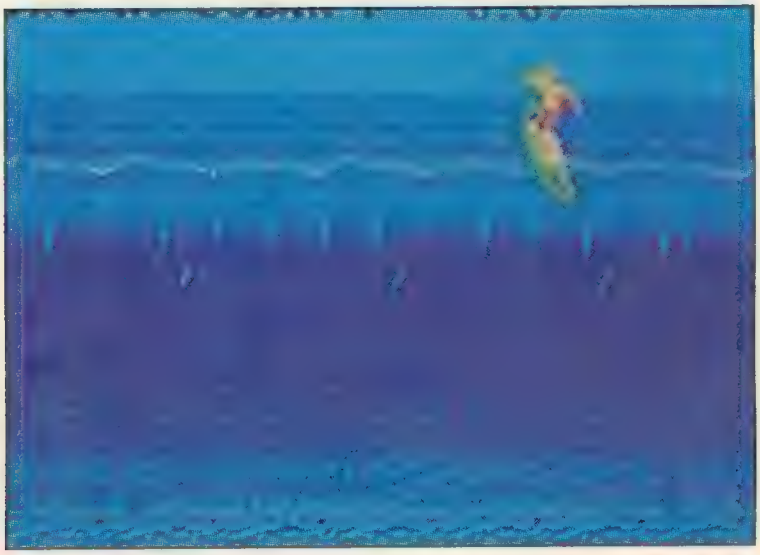
Foot-bag may look like the most laid-back sport since shuffleboard, but it's actually very difficult — like juggling blindfolded.

You must keep the bag in the air for 75 seconds. Score extra points for fancy stunts, and maximum points for combo moves.

Hit the seagull for bonus points — try using your head.

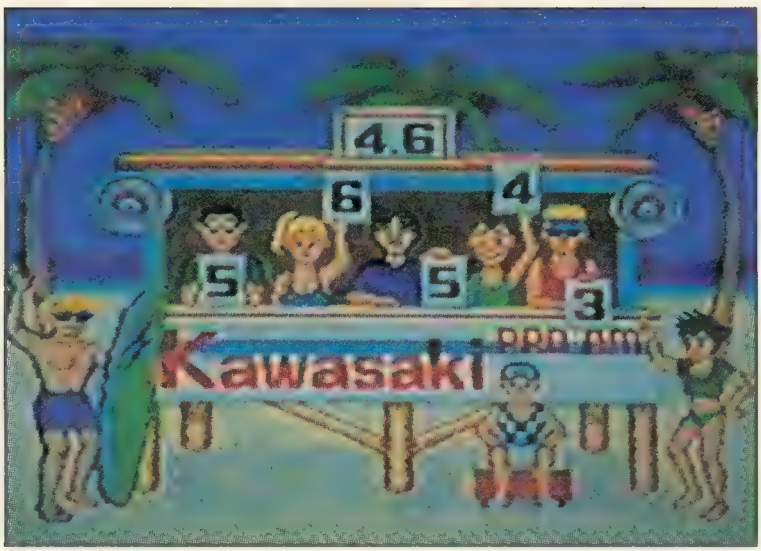


There are two ways to score big in the surfing event: one, shown here, is to stay near the wave's curl and do tricks there...



and the other is to go farther out from the curl and attempt more elaborate and dangerous stunts.

The higher you go, the bigger the score.

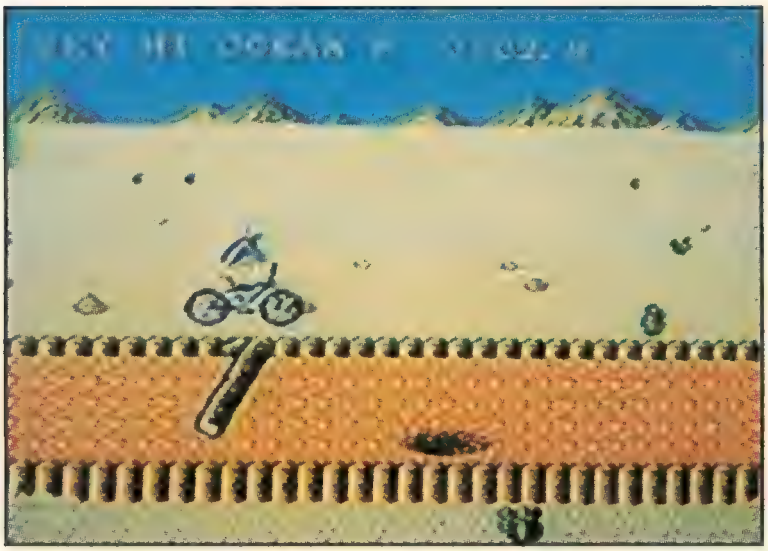


Of course, some crowds are hard to please. These judges must be friends of a rival surfer.

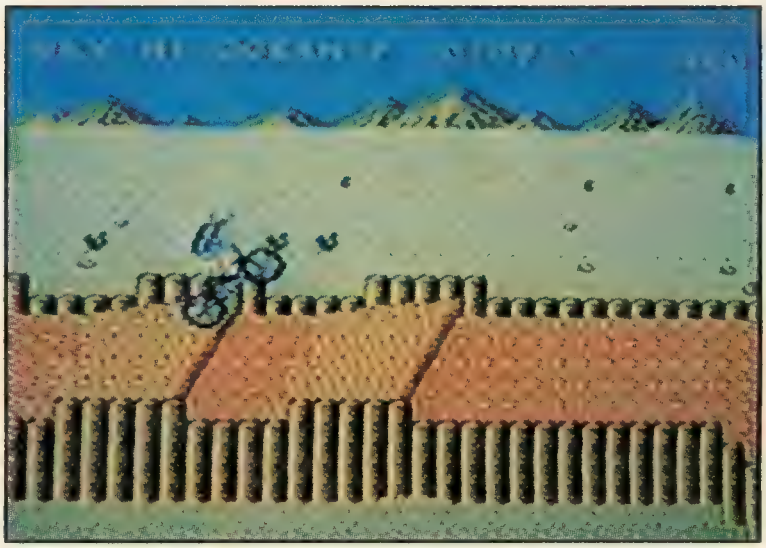
Most of the tricks in the roller-skating event are obvious. Jumping over sand, holes, and cracks, for instance, not only earns high scores, but keeps you from wiping out.

Spin-jumps and other complex maneuvers bring higher scores, but also require lots of practice.

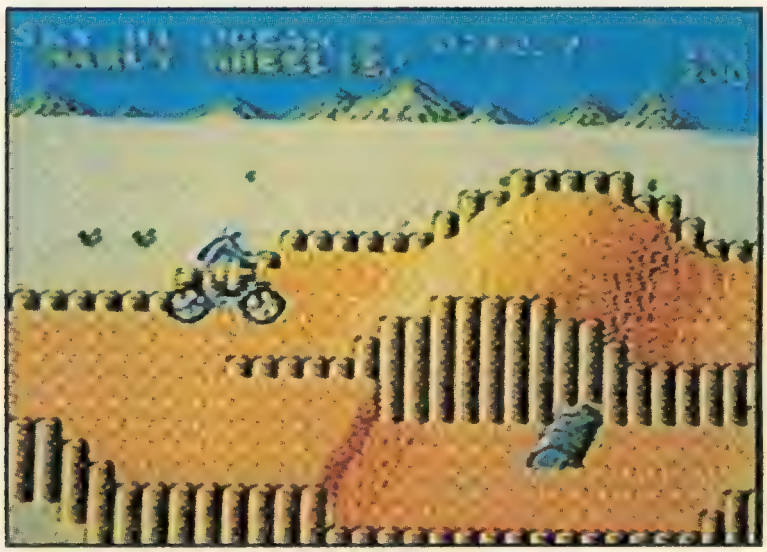
Even a bouncing beach ball can be hazardous in this event.



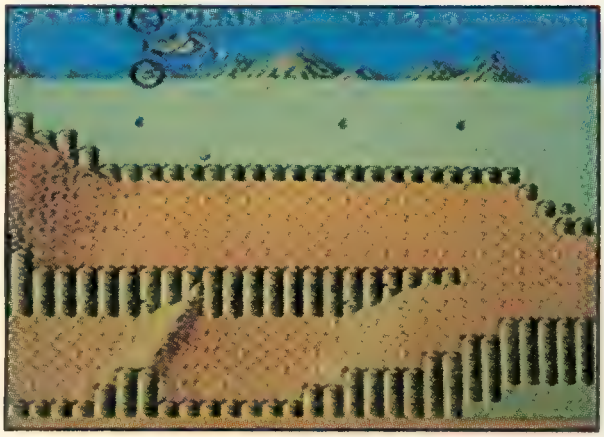
The BMX event begins with some straightforward obstacle-hopping.



Use wheelies to get over these speed bumps.

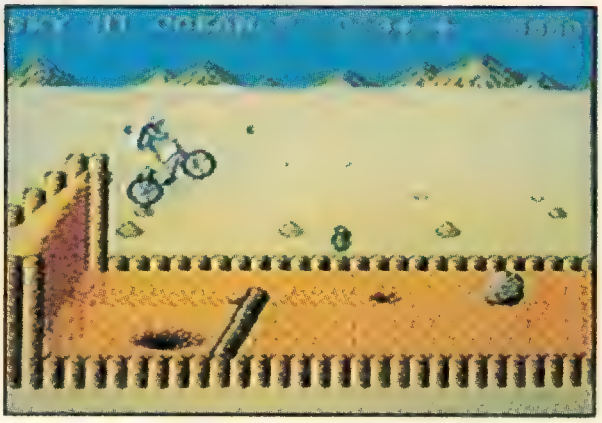


The top route is easier here, but there are more opportunities for stunts — and big scores — on the lower path.



Don't try this at home — these people are professionals!

The faster you go, the higher you jump.



Calling it a "frisbee" labels you as a rank amateur — serious gamesters recognize this device as the Flying Disc.

ALEX KIDD IN MIRACLE WORLD

Avoid the pink boxes marked with skulls — they usually contain deadly ghosts. Even walking over them can release the ghost.

Alex Kidd is a lad who lives on the planet Aries. For seven years, he's been studying the art of Shellcore - a martial discipline which enables him to break rocks with his bare hands. It's an important skill, because Aries is made up of millions of rocks, blocks, and special bonus boxes. Alex will have to break, move, or open most of them as he tries to save the beautiful city of Radactian from Janken the Great.

Since its introduction in 1986, *Alex Kidd* has remained a favorite Master System game. It has many classic ingredients — a questlike story line, a big, colorful kingdom to explore, and superb graphics. A number of games for both Sega and Nintendo have been influenced by *Alex Kidd*. Despite its age, familiarity, and three very good sequels, the original *Alex Kidd in Miracle World* still retains its power to charm and entertain. It's a must for any collection of Master System games.

Sega Master System. Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

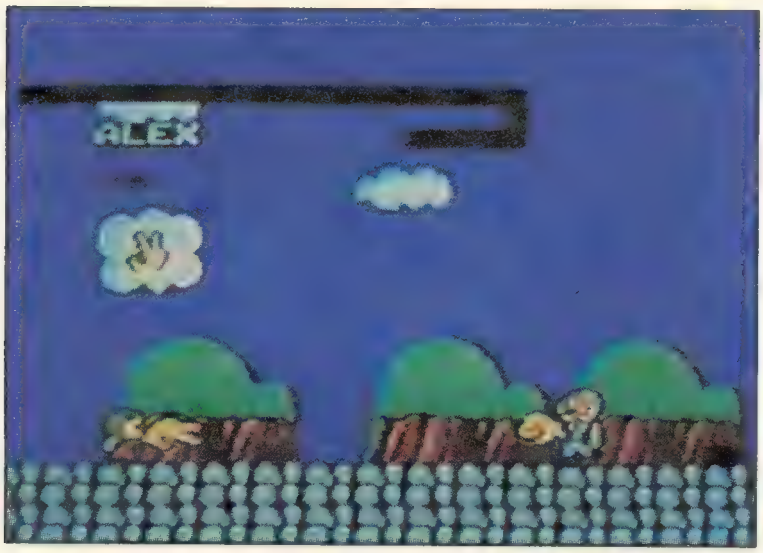
The question-blocks might contain power bracelets, an extra life, or a ghost that will kill you. This one, at the start of the game, holds a power bracelet.

You'll have to defeat the fish that guards these blocks before you can open them. Punch him in the nose while avoiding his bubbles.

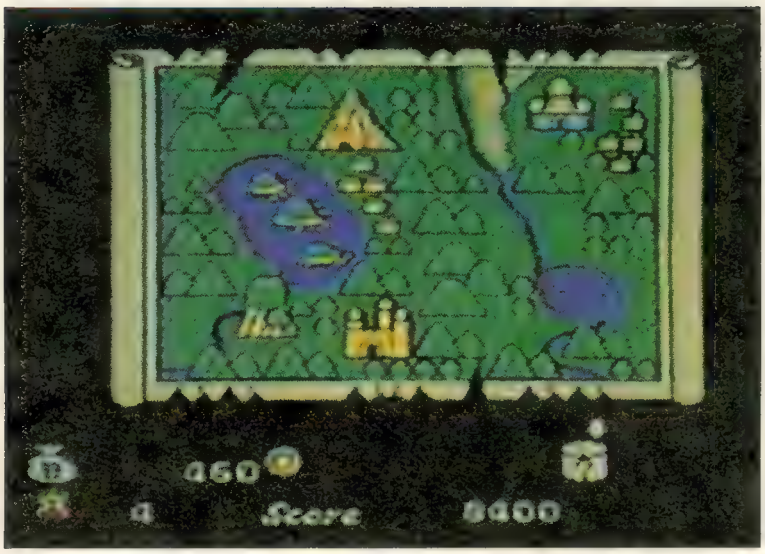
At the start of some levels, but not all, you have the opportunity to go shopping.

In the shop, use the gold you've collected to purchase special items. The motorcycle and the teleport powder (which makes you invisible) are the most valuable.

Once Alex gets the motorcycle, not only can he move fast, but he's also invulnerable to everything except the red balls.

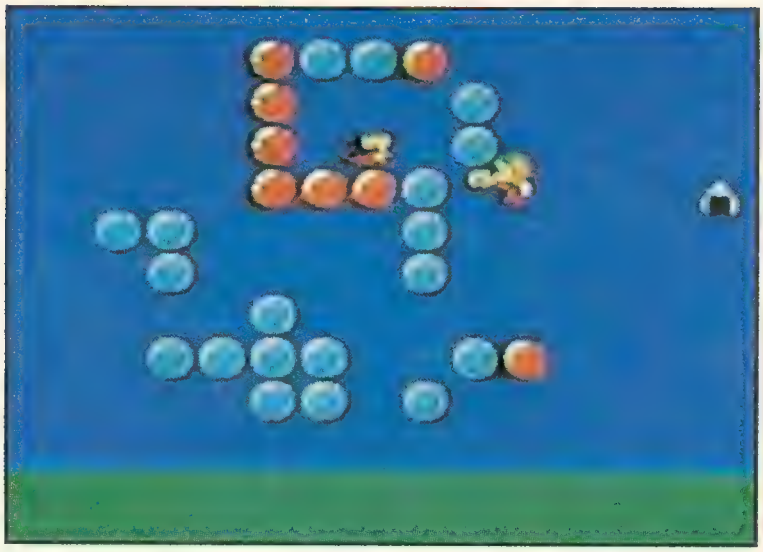


When you meet Janken or his henchmen, you'll have to play three games of scissors-stones-or-paper. The first to win two out of three games triumphs.

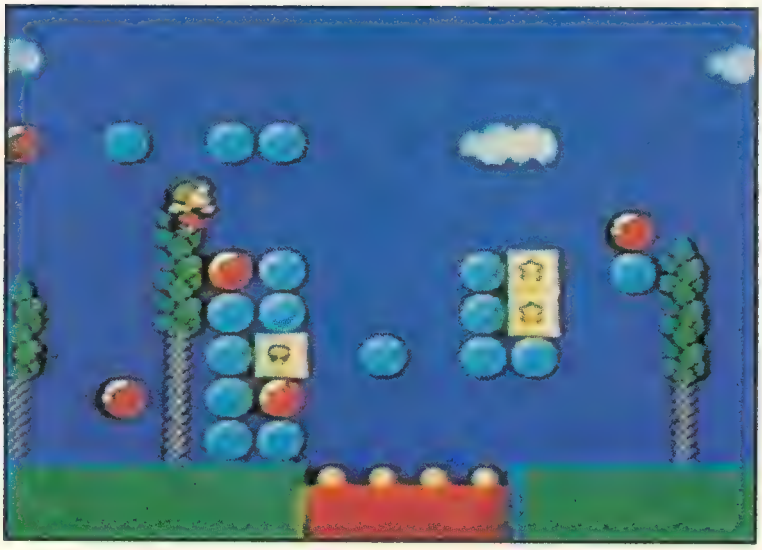


Here's how to reach a secret bonus stage: first, select the invisibility (teleport) potion while swimming in the second underwater stage...

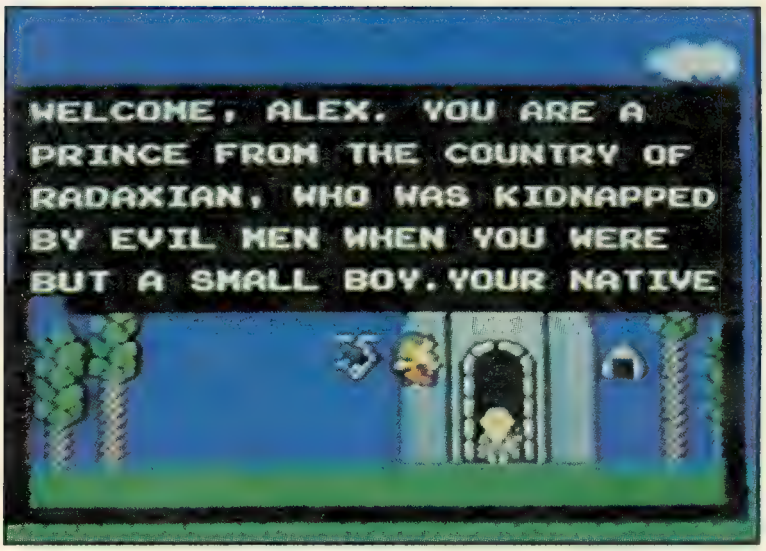
then, punch out this octopus. Go down through the basket the octopus was sitting on, and you'll find a place of enormous wealth.



To get the extra life guarded by the red scorpion, jump on the red ball and break through the blue balls on the lower right corner.

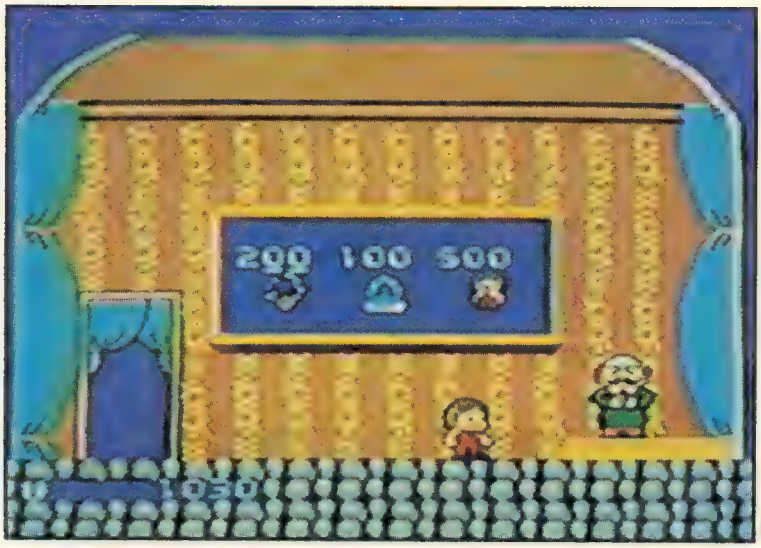


To avoid the deadly lava pools, take the high paths whenever possible.


WELCOME, ALEX. YOU ARE A
PRINCE FROM THE COUNTRY OF
RADAXIAN, WHO WAS KIDNAPPED
BY EVIL MEN WHEN YOU WERE
BUT A SMALL BOY. YOUR NATIVE

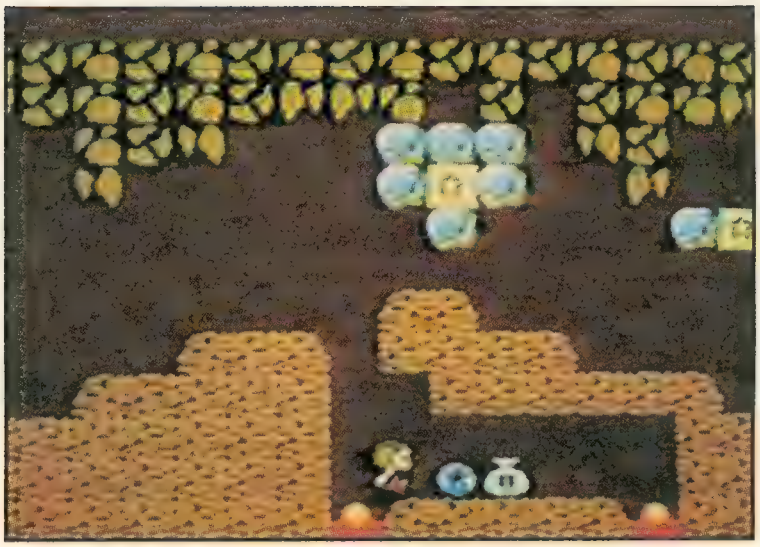
Once you're safely across the lava pools, you'll meet a wise old man who tells you more about your quest and gives you a helicopter.

Keep the helicopter blades clear of the red balls!



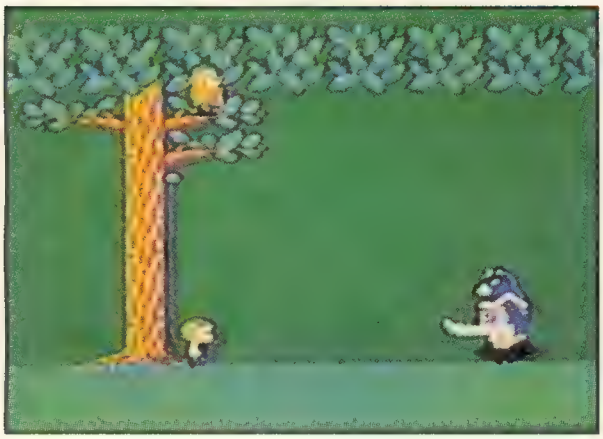
If you lose the helicopter, you can buy a new one at the next shop you come to.

When you fight the bull, use the power bracelet. The bull comes at you faster and faster each time he charges.



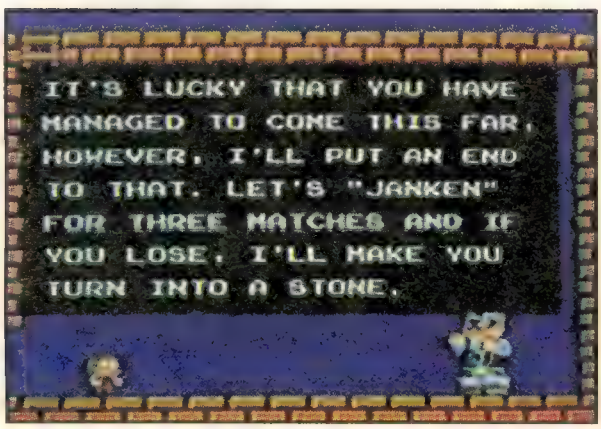
At Mt. Kave, you'll find a telepathy ball — with it, you can read your opponents' thoughts during a "Janken" match.

The Blakwoods is a tricky stage — you'll need to purchase the Cane of Flight in order to get over all the spiked booby traps.



Use the power bracelet against this bear, but watch out for the monkey-missiles being hurled down at you.

To rescue Alex's brother in Radactian Castle, punch out all the blocks above the cell *in order*...of course, the order changes each time you try it.


IT'S LUCKY THAT YOU HAVE
MANAGED TO COME THIS FAR.
HOWEVER, I'LL PUT AN END
TO THAT. LET'S "JANKEN"
FOR THREE MATCHES AND IF
YOU LOSE, I'LL MAKE YOU
TURN INTO A STONE.

Your final showdown with Janken: he's quick, but you can beat him just like all the others. When he loses, he'll start firing at you, but if you get close to him, you can punch him out rather easily.

SHINOBI

Each of the seven stages sends you into battle against a master ninja and his numerous henchmen.

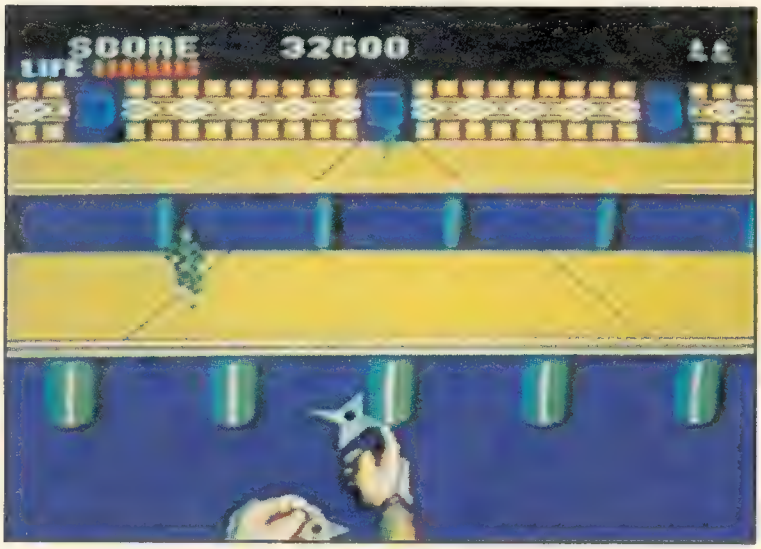
If you're looking for nonstop action, look no further than *Shinobi*. Like the popular arcade game it's based on, *Shinobi* is pure pummeling power. As the brave Joe Musashi, you battle a group of renegade ninjas who have kidnapped the children of the world's leaders.

You begin the game armed only with your martial skills and a few shuriken. But you'll acquire other weapons as you move through the game, and some powerful ninja magic.

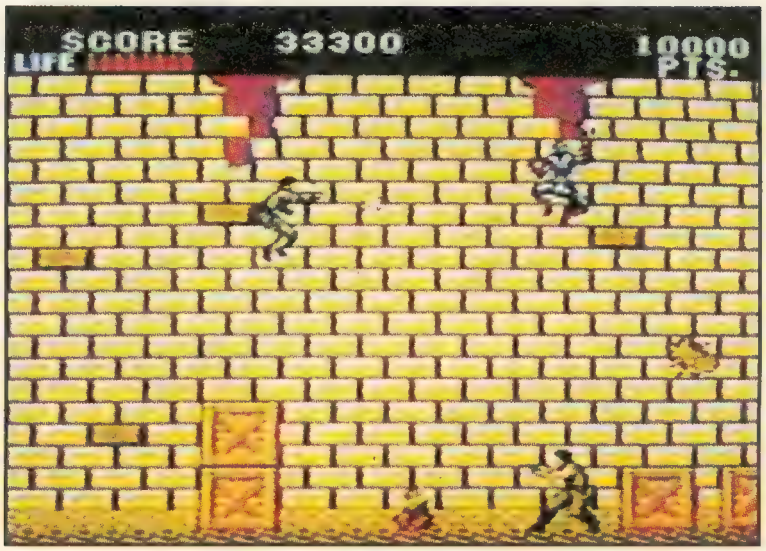
Defeating the bosses at the end of each stage requires special strategy in addition to the weapons and magic you've collected. There's not a lot of variety in *Shinobi*, but there is enough martial action to wear down the fingers of even the most calloused gamers.

Sega Master System. Sega of America, 573 Forbes Blvd., South San Francisco, CA 94080

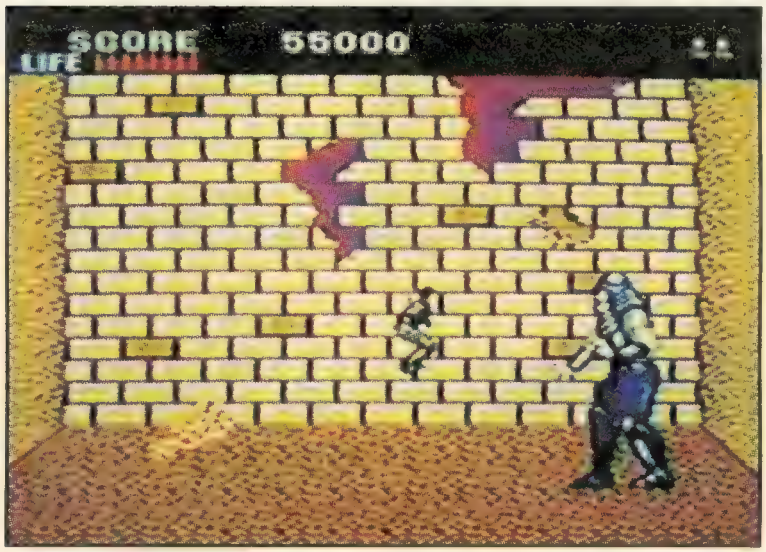
Your enemies aren't very tough in this early stage. And they don't seem to have a solid grasp of the art of concealment.



The bonus round gives you a chance to learn the secrets of ninja magic. You'll need the magic if you hope to make it to the final stage.

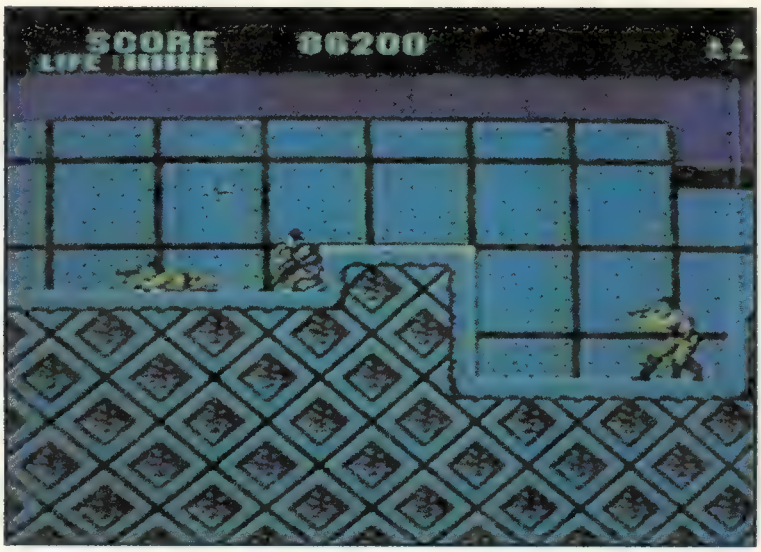


Instead of waiting until the fly-ninja drops to the ground, jump up onto the crates and attack him before he gets a chance to attack you.

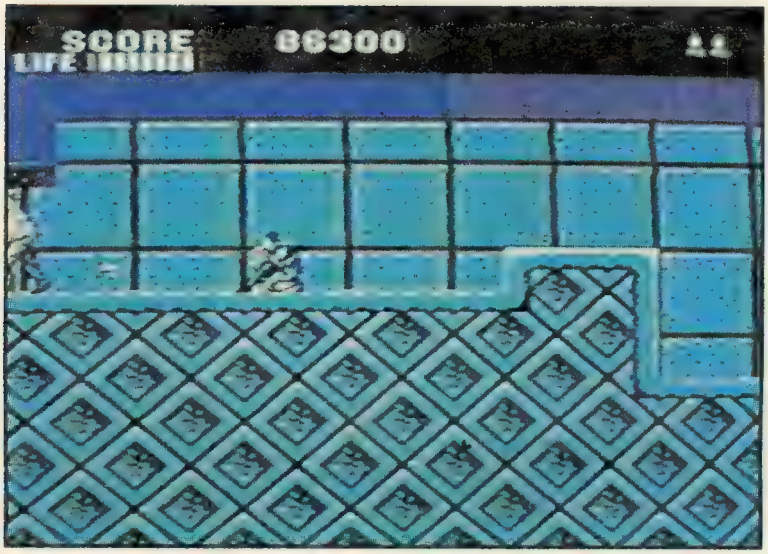


To take on Ken Oh, first coax him to fire upward by jumping into the air. Then move in close to him and jump, shooting him in the eyes until he's destroyed.

If the going gets too tough, jump behind this wall and you'll escape your foes. Be careful, though, because there may be other henchmen waiting for you behind the wall.



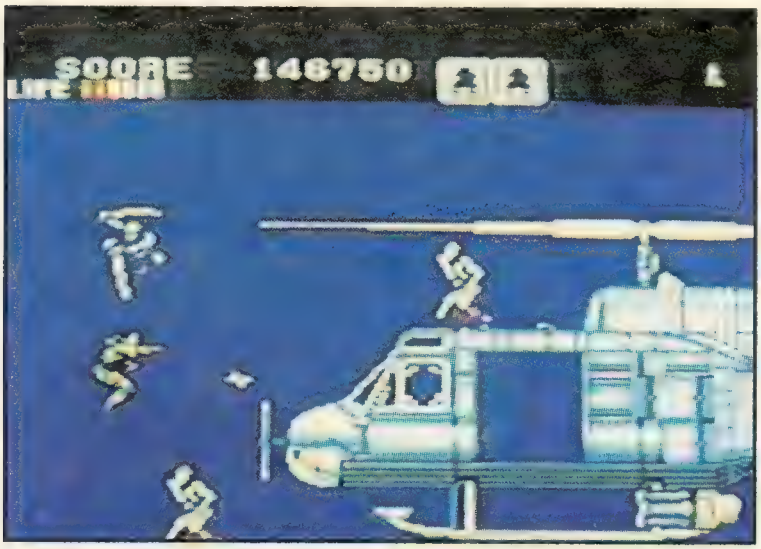
Some enemies, like these prone ninjas, can't be hit with your shurikens. You'll need bouncing bombs to eliminate them.



But when you use the bouncing bombs, you're stuck with them until you find more shuriken.

You must attack the green ninjas a little differently. Squat down and aim for the ninjas' legs. You must hit each ninja twice.

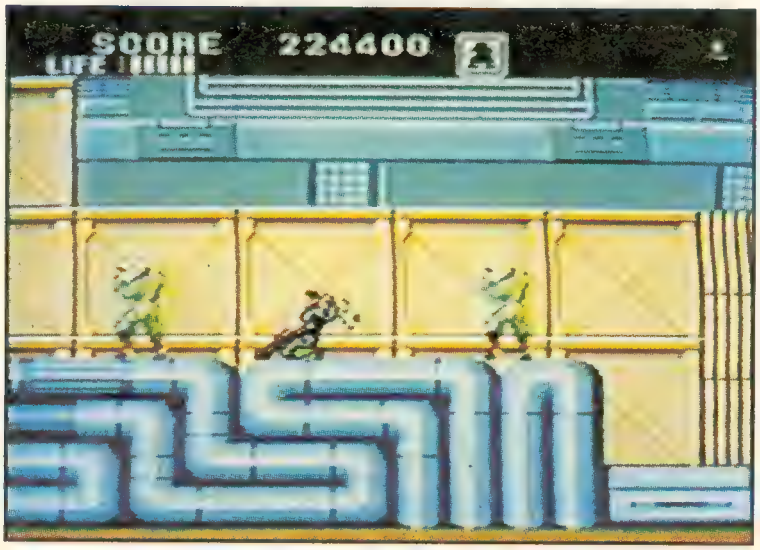
Take special care when standing on these poles. When you get close to the edge of a pole, a frogman will pop up from the water.



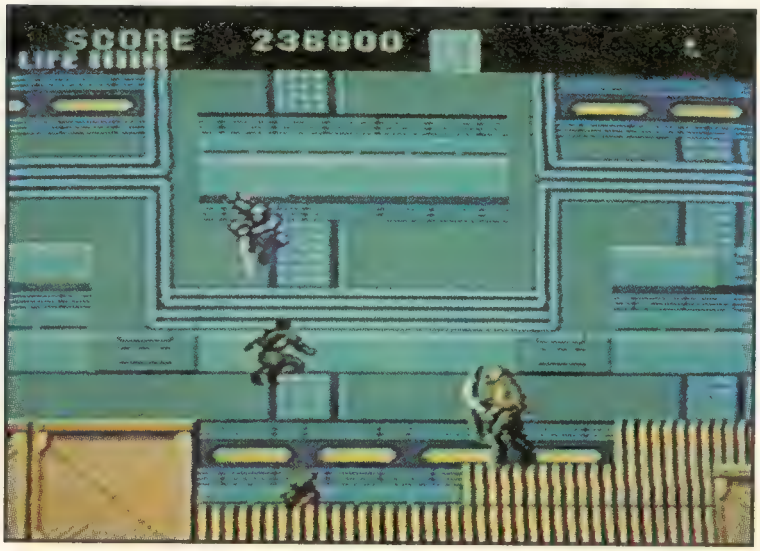
The Black Turtle is a tough customer — especially in his fantastic attack chopper. While the chopper looks imposing, there's a simple way to beat it. Concentrate all your shots on the main rotor. Ignore the ninjas, even if it means taking a few hits.

The guy with the grenade launcher can be a real problem. It's best to get close to him, then use kicks to finish him off.

If you find yourself overwhelmed, you might want to try a little ninja magic. This spell will destroy all the enemies on the screen.

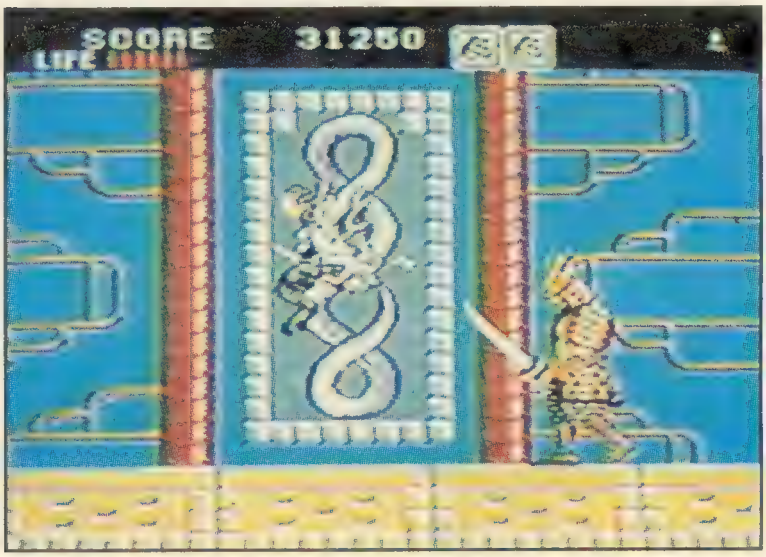


If you've been able to acquire a manrikugari chain, here would be a good place to try it out. It has the long reach and quickness that you need in this situation.

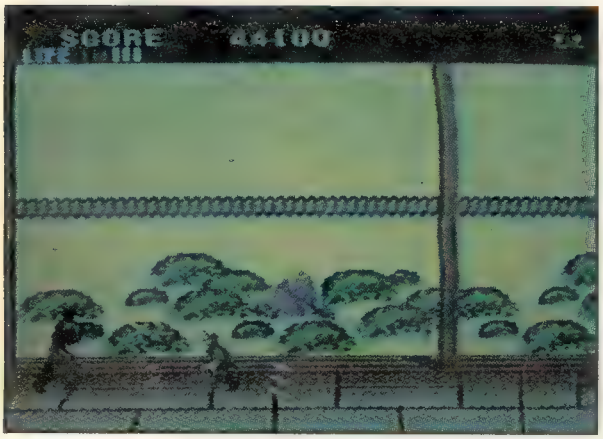


Grab the hostage in this scene first, then worry about the ninjas. Take out Mongo first.

You'll need plenty of extra power-ups to defeat Mandara. Rush forward and keep firing. If you wait for the columns to come to you, you'll run out of time *and* room.

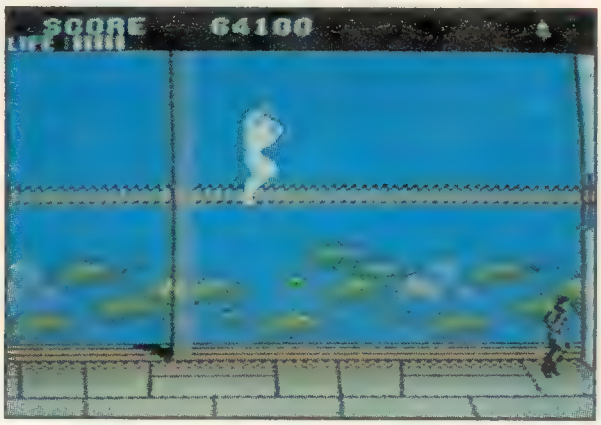


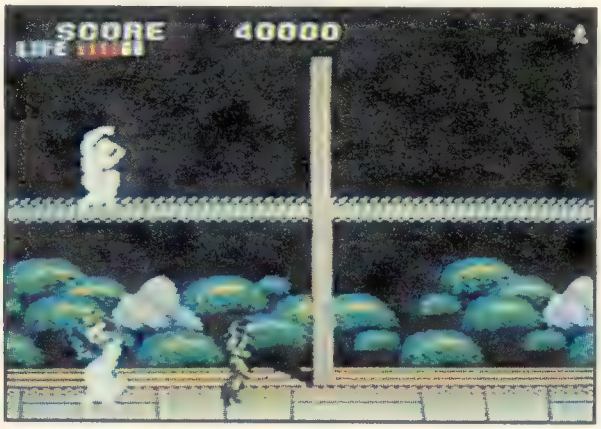
There's only one vulnerable spot on Lobster. You must hit him at the very top of his helmet, but you can only do this when he lowers his sword.



You have to battle the Masked Ninja in each of his four forms.

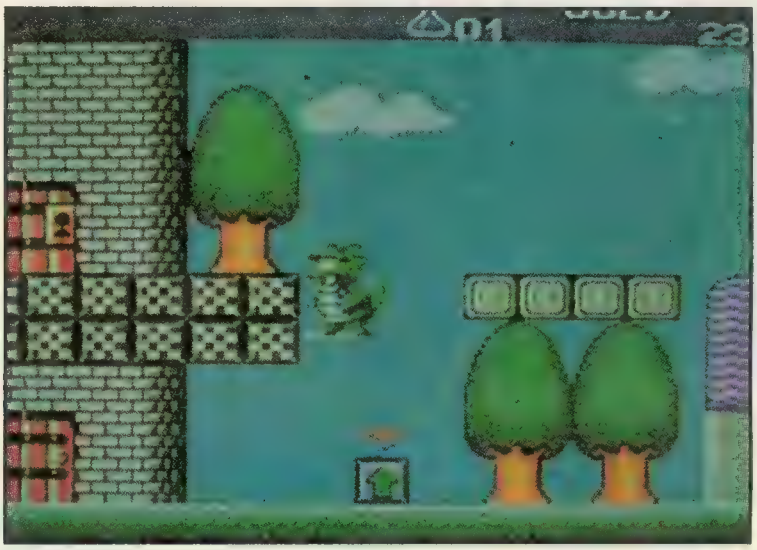
Each time you kill the Masked Ninja, he reappears with a new defense. Here, he has the ability to create shadows of himself, which attack with all the ferocity of the original.





The best way to battle the Masked Ninja is to kill him and all but one of the shadows. Move to the far right, kill the remaining shadow, and you'll be in position for the final attack.

WONDER BOY III — THE DRAGON'S TRAP



Lizard-Man is the weakest of the five characters. Explore the town carefully before you go off looking for trouble.

When Wonder Boy beat MEKA dragon in *Wonder Boy in Monster Land*, he thought his troubles were over. But MEKA dragon had the last laugh.

As *Wonder Boy III — The Dragon's Trap* begins, you must relive that final battle between Wonder Boy and the evil dragon. With his last breath, MEKA dragon casts a spell on our hero. Wonder Boy is transformed into a lizard, and must once again battle his way through Monster land. To find the Salamander Cross — the only item that will restore him to human form.

In this third installment in the popular Wonder Boy series, you'll get to play as not one, but five different characters. Each time you beat one of the boss dragons in the game you'll be transformed into another animal — Lizard-man, Mouse-Man, Piranha-Man, Lion-Man, and Hawk-Man. The graphics are some of the best available for the Master System, and the game's impressive size and depth ensure hours of fun.

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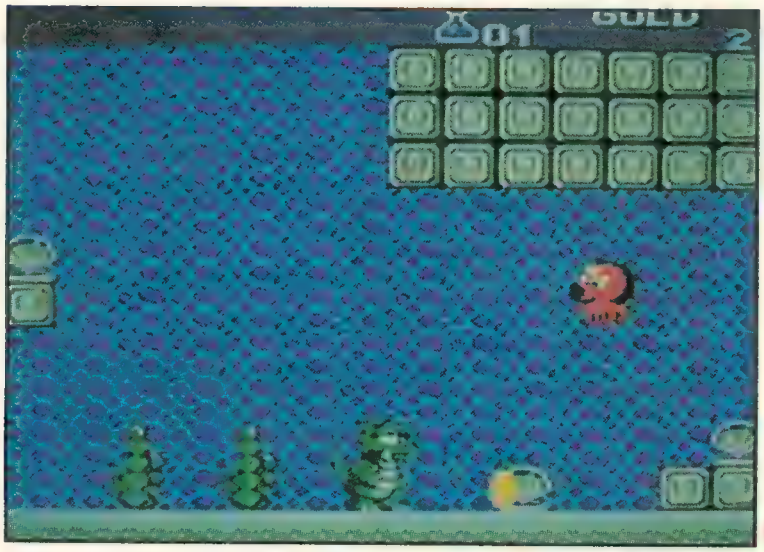
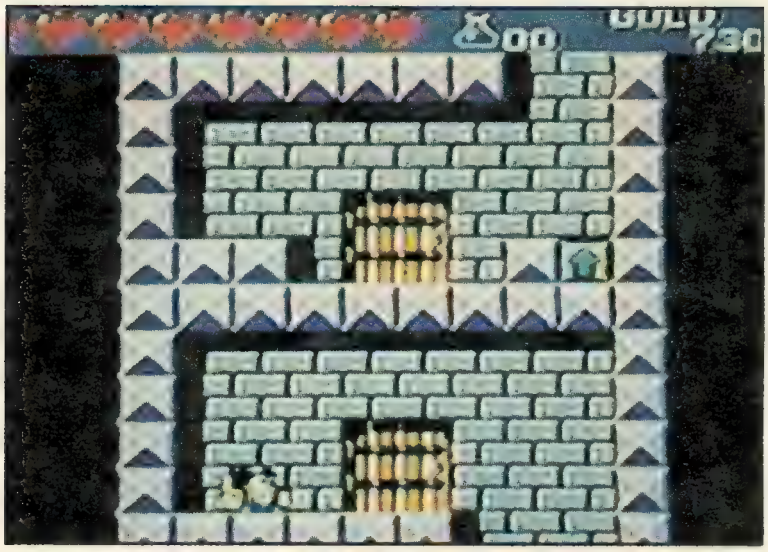
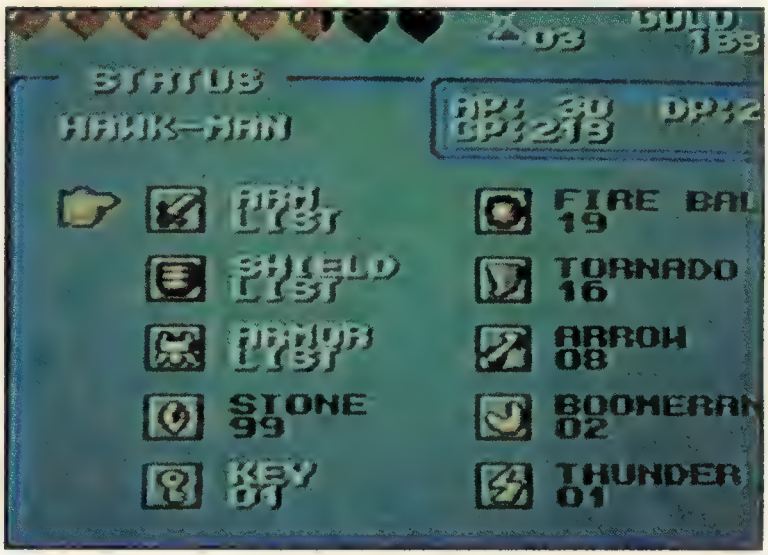


Before you try to tackle any dragons, it's a good idea to buy some armor. Get the gold you'll need by defeating enemy creatures, such as this octopus.

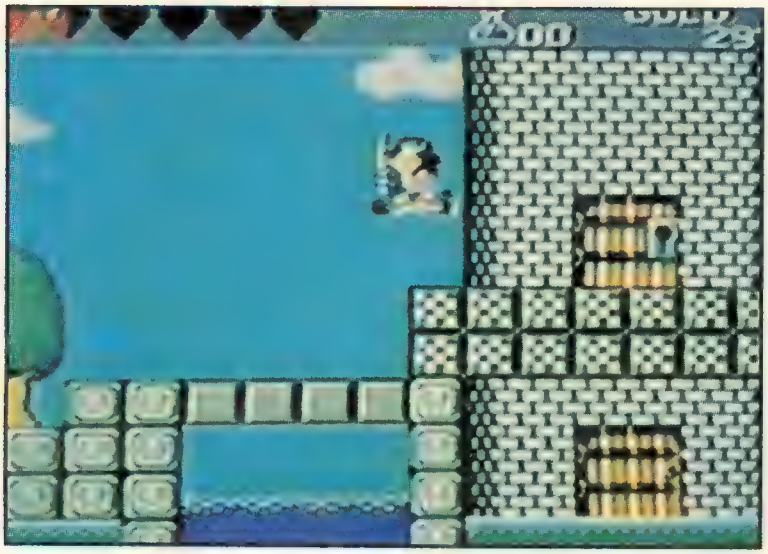
Doors with blue windows, like the one to Lizard-Man's right, are shops. You can buy the weapons and armor inside if you have enough gold and charm points.



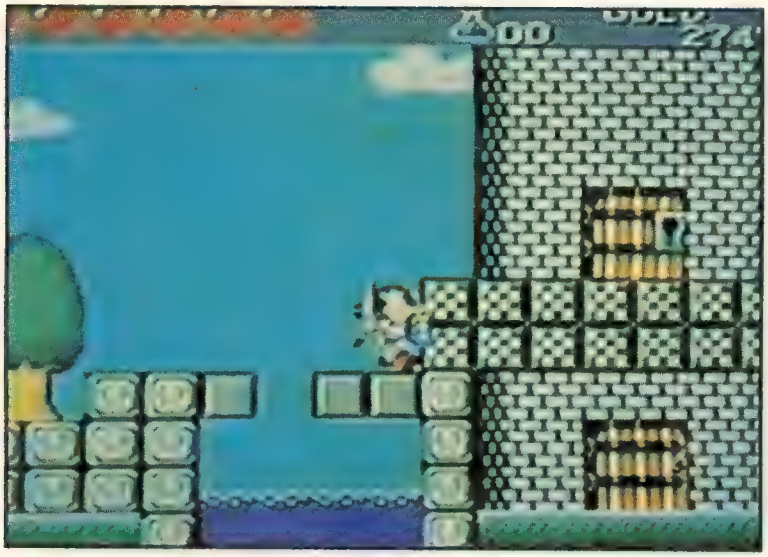
Mouse-Man is tiny, but he can go places the other characters can't. There's an entire world to the left of the town's hospital that only Mouse-Man can visit.



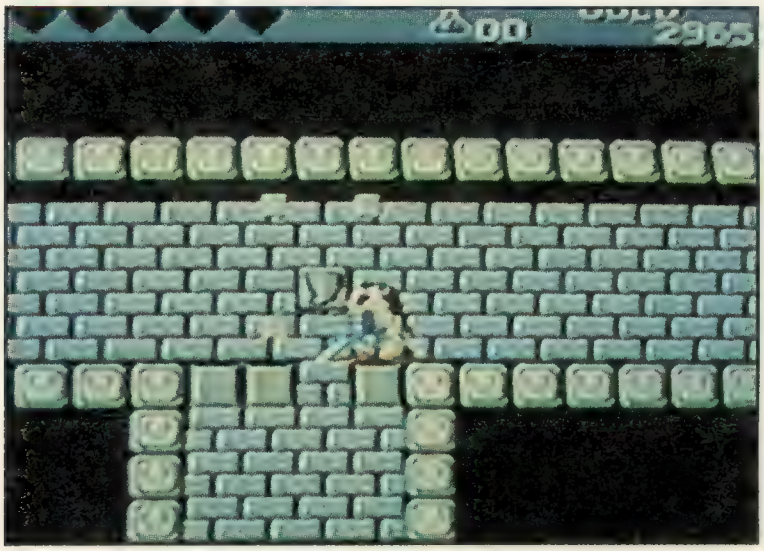
By pressing the pause button on the Master System, you can bring up this menu. Experiment with the different types of armor, swords, and shields to see which combinations give you the highest defense, attack, and charm points.



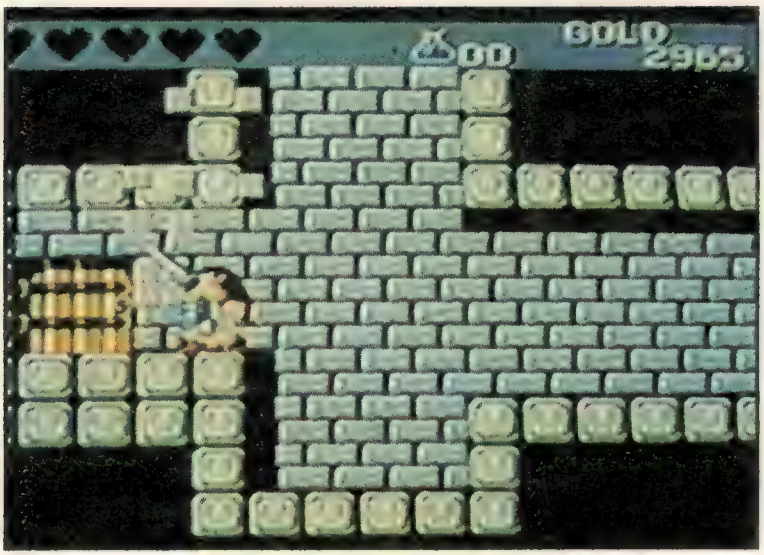
Lion-Man is a mighty warrior. Because he can swing his sword from above his head to below his feet, Lion-Man can smash blocks the other characters can't reach.



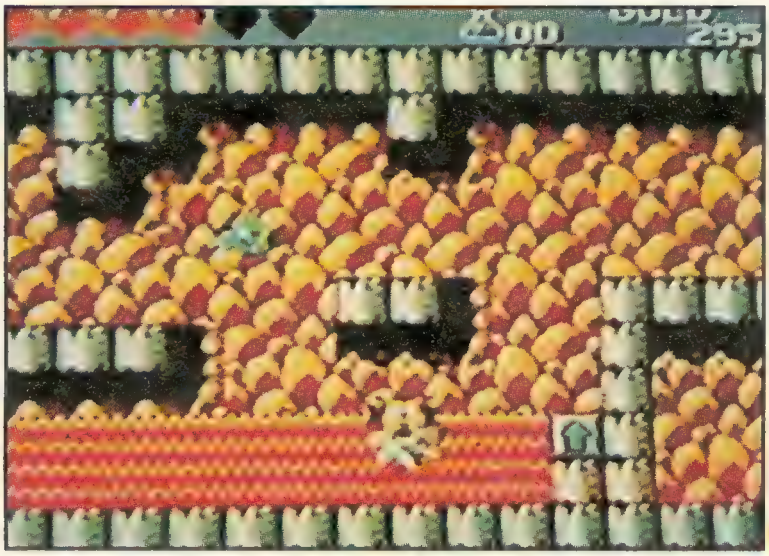
By smashing the blocks in the bridge and jumping into the water below, you'll find the Daimyo Dragon's underground castle. You'll also find some very important items.



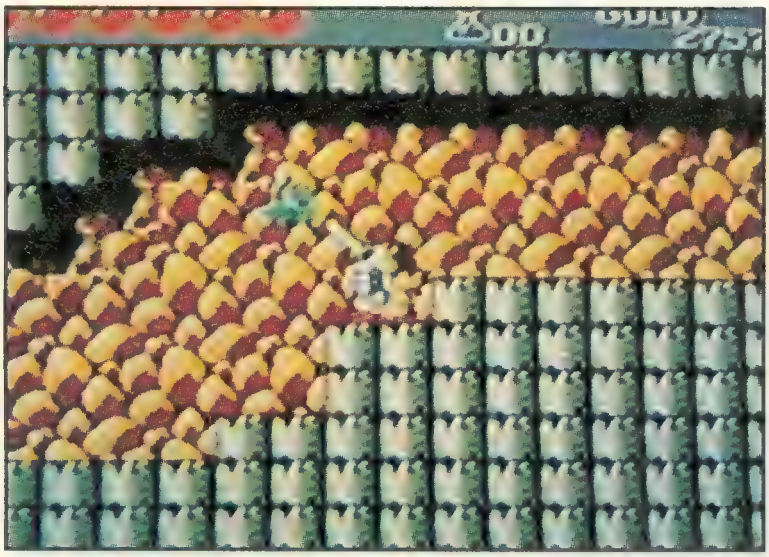
Smash out this bridge before you continue. Even the blocks hold some helpful items.



Inside this door, you'll find a sixth heart. You're going to need it when you face the ninjas and samurai who guard Daimyo Dragon's castle.

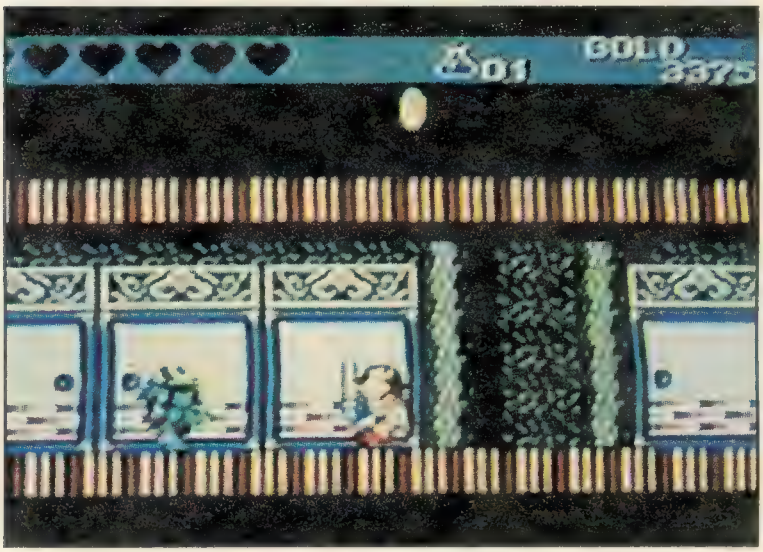


Lion-Man's defense points are highest when he's using the Master Shield. His most powerful offensive weapon is the Muramasa Blade.



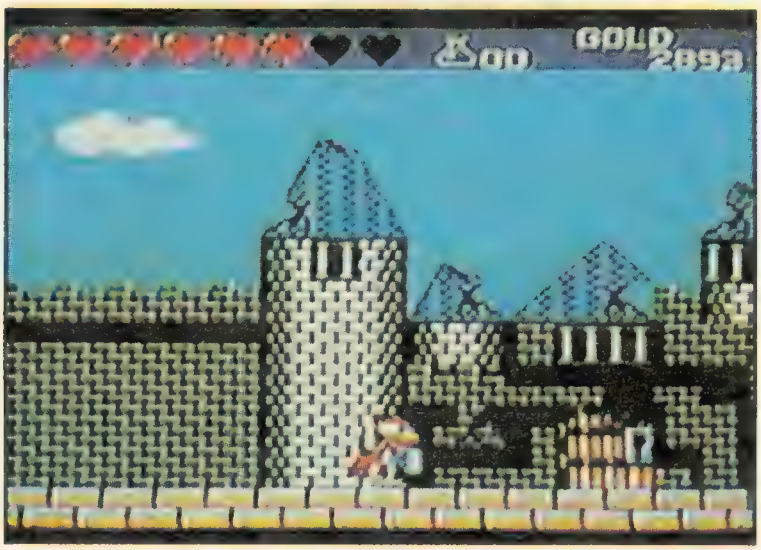
Remember, only Dragon Mail can withstand the hot lava. Be careful when you're using the Dragon Mail, though — it's not very effective against enemy attacks.

The ninjas are very quick, and will attack with shuriken. Use boomerangs if you have them, throwing them repeatedly as you advance.



The samurai will hurl fire balls at you. Use the boomerangs just like you did against the ninja.

As Hawk-Man, you'll finally get to see what's beyond that wall to the right of the church. Be sure to visit this shop.



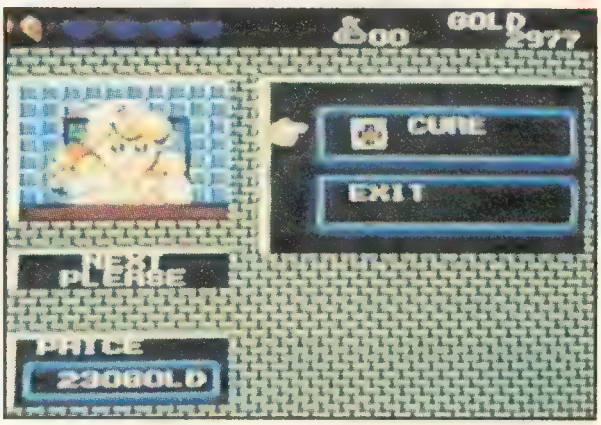
If you keep going past the shop you'll come to this burned-out ruin. You won't meet any dragons, but there are some important items to be found.

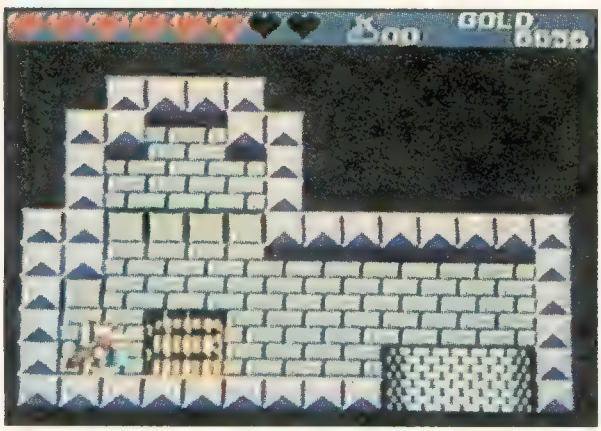
Your ultimate battle awaits you in the skies above this shop. Make sure you've found all of the weapons you can!

The door on the right leads to your final destination — but you have to find the secret of the room in the sky before the door will appear.

The terrible Vampire Dragon has the salamander cross. As Hawk-Man, you'll have a hard time beating him. But if you have 99 charm stones, there's a way to fight him as Lion-Man!

Before you tackle the Vampire Dragon, visit the hospital. You'll need to be as healthy as you can!





With 99 charm stones, you're able to use hidden doors throughout the town. One of them takes you directly to the Vampire Dragon. Use the transformation block (above Hawk-Man) to turn into Lion-Man, and you'll stand a better chance.

PSYCHO FOX

The first thing to do is find your good buddy, Bird Fly. He should be in the first egg you come across. If you lose him for some reason, you'll find him again in the nearest egg.

Psycho Fox, an adventure game for younger players, combines colorful graphics and the ability to change your character into any of four animals. You must journey through hordes of enemies in search of Madfox, who has evil designs on the world.

You begin the game as Psycho Fox, an average runner and jumper. As you move through the game, you'll come across eggs containing extra lives, extra energy, and the Psycho Stick. The Psycho Stick lets you change your character from a fox into a monkey, tiger, or hippo. Because each animal has its own special abilities, a large part of the strategy involves choosing the right animal for each particular situation. You'll also find an invaluable friend, Bird Fly. You can hurl him at your enemies, and he'll always fly back to you.

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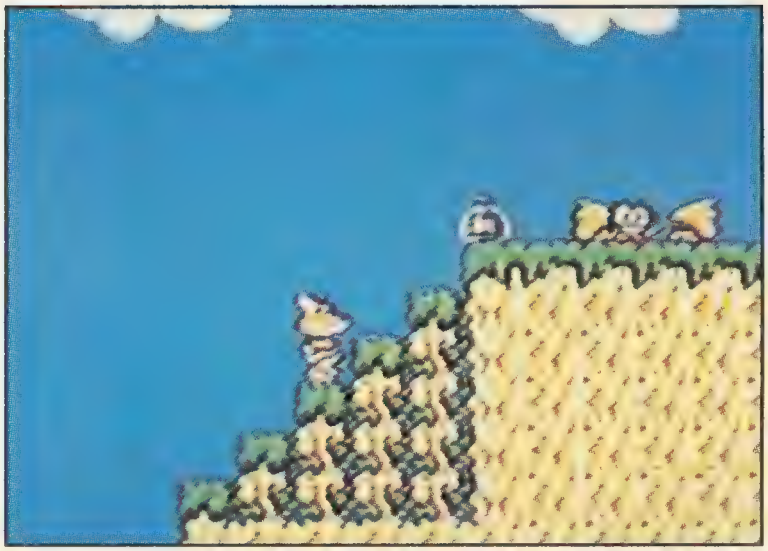
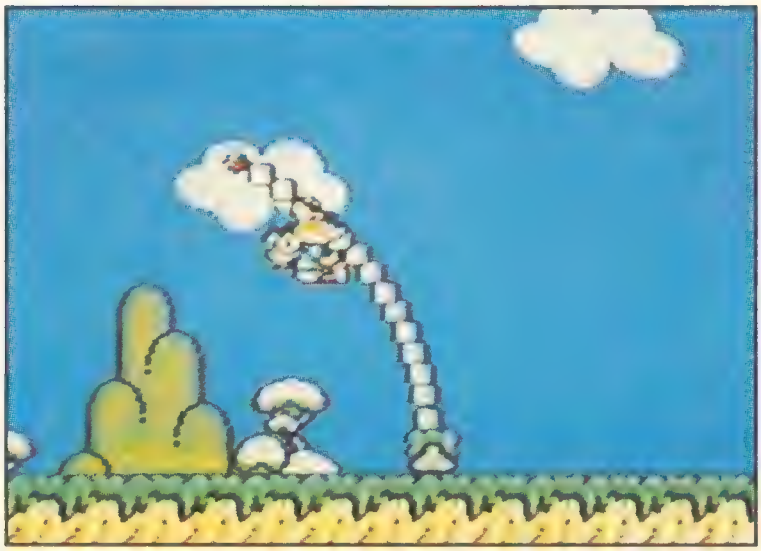
The Pockly Guys are your most numerous enemies, but they can be easily defeated by hurling Bird Fly, or by stomping on them three times.

Each Psycho Stick you have lets you change shapes once. Try to conserve your sticks, since the higher stages require more character changes than the earlier stages.

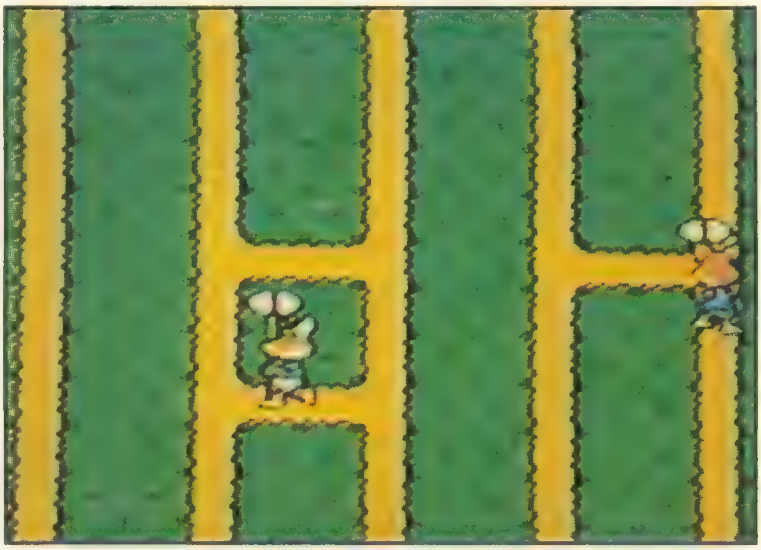


Grab all the potion bottles you can find. Using a potion gives Psycho Fox an invincibility field that kills anything it touches.

Each money bag gives you another chance at the bonus stage. Since you can't carry any money over to the next stage, it pays to use all the money you have each time.



Try to get a good running start before jumping on the flexible poles. The higher you can get on the pole, the further the pole will throw you.



Amida, the bonus stage, gives you the chance to win even more goodies. Each bag of money puts another Psycho Fox clone on the road to riches.

Once you're into the upper stages of the game, you'll want to become more familiar with the strengths and weaknesses of each of your characters.

Skipping over the water requires a good running start. You can only touch the water twice, so be sure to jump before your third skip.

Here's another spot where running is important. You need to keep moving to avoid the collapsing bridge slats, and the Red Hopper.

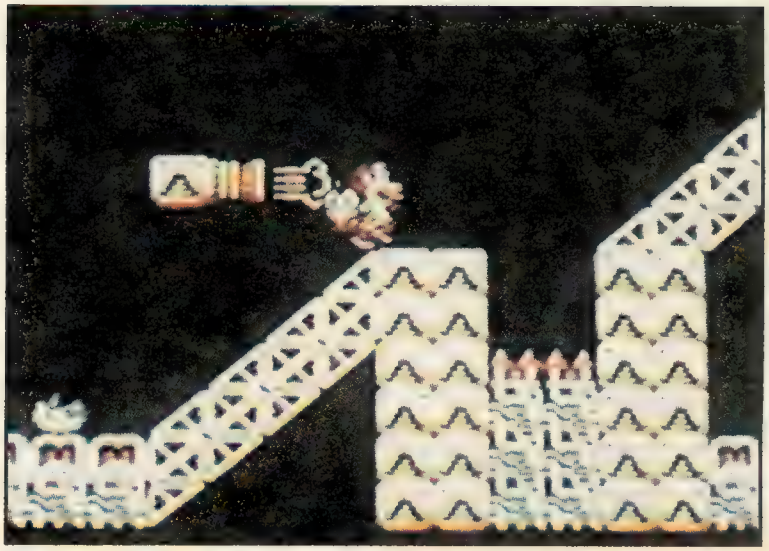
To defeat the great ringed owl, you must time your jumps on the air gun's trigger. Wait until he's close, then fire and jump away.

Timing is important with this boss too. Stay to the far right, then jump on the bug spray whenever the monster comes near. It will probably take three good hits to finish him.

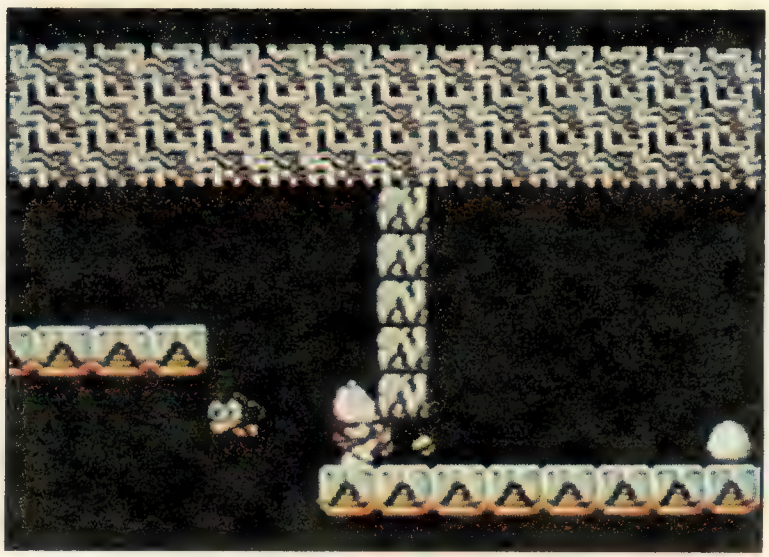
In this stage, you can use the gusts produced by these pipes the same way you used the pogo platforms in other stages. Remember, there are usually more eggs on the higher paths.

You'll have to get three solid hits on the top of this boss' head before he'll go down. Because of his jumping ability, the monkey may be your best choice.

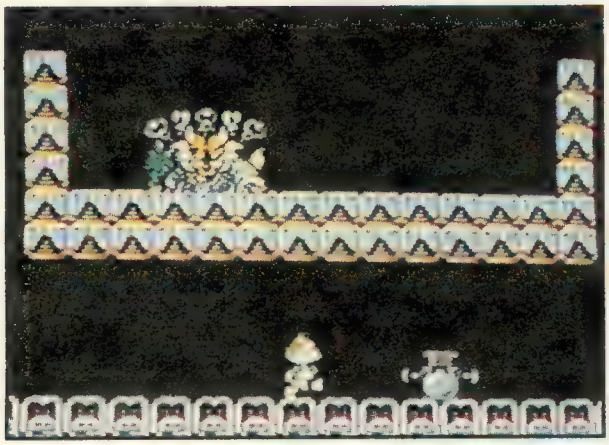
These cannons are a new hazard. They don't seem to have much muzzle velocity, but the cannonballs don't have to hit you very hard to do you in.



The final stage is the greatest test of your four characters. The steep hills and lengthy jumps seem to indicate that your best choice is the monkey.

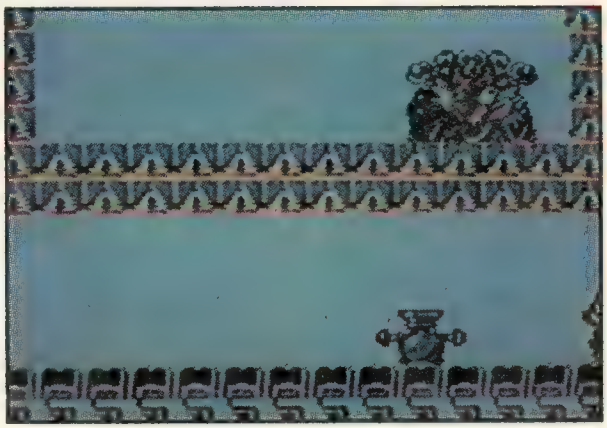


Whenever you come to what appears to be a dead end, it's time to change into the hippo. He's not very agile or fast, but when it comes to crashing through walls, he's tops.



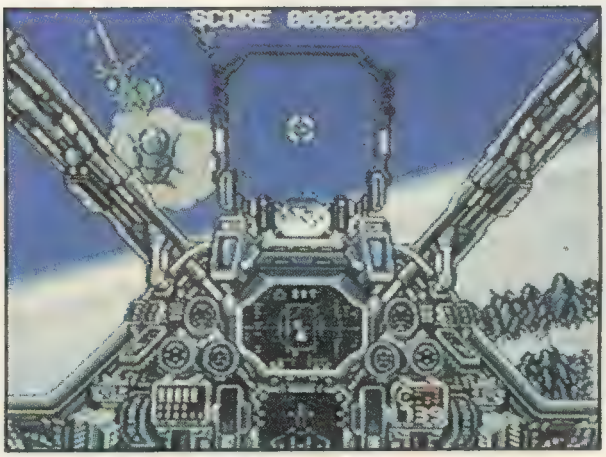
Finally, you come face to face with Madfox. His lightning bolts are deadly and quick, so you'll want to change to the tiger, and match his quickness.

The timing is critical, but if you can manage three solid hits on Madfox, you'll light up the landscape with his blazing exit.



The entire animal kingdom rejoices, and honors Psycho Fox. With your help, he has delivered the world from the clutches of the evil Madfox — at least for the time being.

AIR DIVER



There are two things to remember as you climb into the cockpit and prepare for take-off. First, this is no ordinary plane, but the F-119 Stealth jet fighter, the most advanced combat plane in the world. Second, this is no ordinary mission. The fate of every nation on earth is in your hands.

Air Diver, the first flight simulation for the Genesis, is set in a not-too-distant future of high-tech terrorism. An unknown, and particularly powerful, terrorist organization has succeeded in taking control of the skies over every country in the world. The only way to defeat these terrorists is on their terms — and that means intensive, head-to-head air combat.

The game is made up of eight stages, each of them an area of the world that must be cleared of terrorist aircraft. You can choose to fly these missions in any order, and each varies in difficulty. In each of the stages, you'll first come up against a few squadrons of enemy aircraft — numerous, but not too tough. Then you'll face a single, very talented pilot. He'll use every trick at his disposal to outfly, outmaneuver, and outsmart you. And then you'll face the boss of the round, a huge, airborne aircraft carrier.

Air Diver provides plenty of challenging action, with great sound and good graphics throughout. Although it's not really a true, computer-style flight simulation, it is a top-notch video game with enough challenge and pizzazz to keep you flying again and again.

— Seismic

ALEX KIDD IN THE ENCHANTED CASTLE

Alex Kidd, the big-eared hero of four games for the Master System, bursts onto the Genesis stage with the impressive *Alex Kidd in the Enchanted Castle*. All the elements that made the Master System series so popular — namely, a fun, likeable, title character and a gentle but challenging setting — are preserved in the Genesis game.

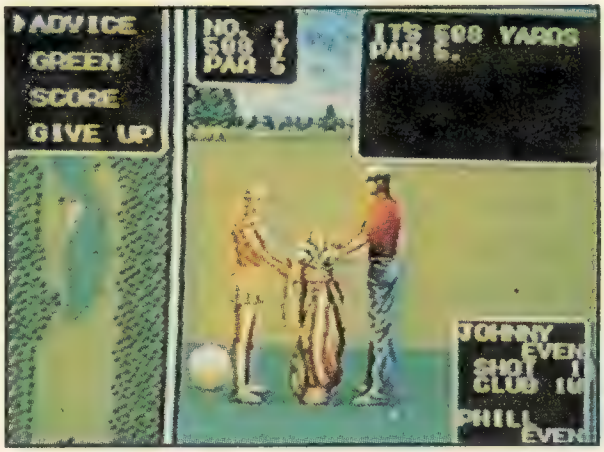
In this adventure, Alex has heard rumors that his father — missing for many years — is being held prisoner in a distant land on the planet Paperrock. As the game begins we join Alex in Rookietown, the starting point of his journey. Here, our hero has the opportunity to stock up on the supplies he'll need for his journey. Entering the shops of Rookietown, you'll meet merchants who offer helicopters, motorbikes, and other very useful things. There are two catches, though. You'll have to pay him, and then play a game of paper, rock, scissors with him. Only by winning the game can you get the item you want.

Alex searches through 11 different terrains, from prairies to dark forests, and even under the sea. Yet the fiercest enemies he meets along the way, like scorpions and mummies, look cuddly rather than scary. Even the bosses are defeated by playing paper, rock, scissors.

But don't get the idea that *Alex Kidd in the Enchanted Castle* isn't challenging. It is. It's just a different kind of challenge, and one the whole family can enjoy.

— Sega of America

ARNOLD PALMER GOLF



The smooth, crisp Genesis graphics in *Arnold Palmer Golf* bring a freshness to the game that's lacking in many other golf simulations. Even details like the creases in players' pant legs and the sand spraying up during bunker shots are plainly discernable.

There are three golf courses in the game — one each in the U.S., Japan, and Great Britain. In the practice mode, you can choose which course you'll play, the type of clubs you'll use (black carbon, glass fiber, or super ceramic), and which 14 clubs you'll carry.

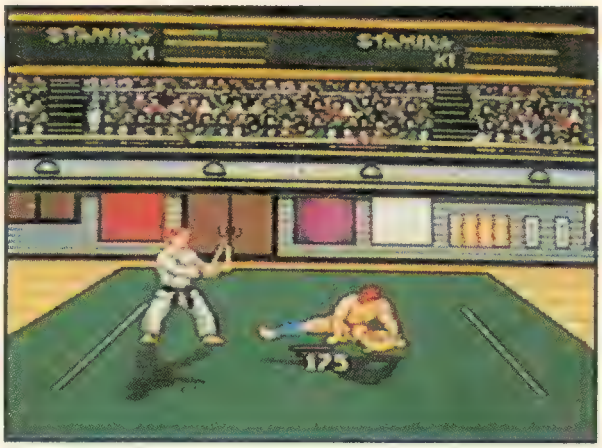
In the tournament mode, you join a field of 15 challengers, each battling for experience, better clubs, a higher ranking, and cash winnings. And as your experience increases, so does your caddy's. Her advice becomes more comprehensive and helpful as you advance in ability.

You determine swing power, stance, and aim for each shot, basing these decisions on variables such as wind speed, direction, and the type of clubs you're using. You also get to make the kinds of decisions pro golfers wrangle over. Should you go over hazards or around them? Should you putt aggressively and try for the birdie, or play it safe and settle for par?

The realism in *Arnold Palmer Golf*'s golf lets you experience the thrills of making amazing shots — and the frustrations of missing the easy ones.

— Sega of America

BUDOKAN



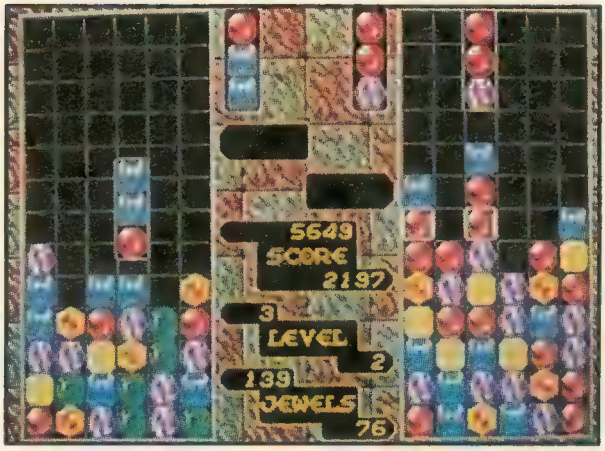
Budokan takes you into the tradition-bound world of Japanese and Okinawan martial arts. You'll begin as a student in the Tobiko Ryu Dojo, a demanding martial arts school, and you will eventually travel to the famed Budokan Arena to take part in a world-championship martial arts tournament. During your arduous journey of discovery, you'll experience the many styles, weapons — and most importantly, the ways — of the warrior.

Upon entering the school, you start your training in four martial arts: karate, kendo, nunchaku, and bo. At first you'll practice alone, perfecting your moves. Then you'll spar with your instructors. The school also provides a free sparring area, where students from different disciplines may test one another's ability. Throughout your training, you also learn to focus "ki," the life force. Finally, when you've completed your course of training and have the blessing of the wise and benevolent Master Tobiko-Sensei, you can travel to the Budokan. Here, in the world championship tournament, you put your training, and your spirit, on the line against the best in the world.

Budokan is not just another "punch and kick" game. Although it has plenty of action and terrific Genesis graphics, the true success of the game lies in bringing the tenets of the martial philosophy — and the distinction between bujutsu (the art of battle) and budo (the path of life) — to a video game.

— Electronic Arts

COLUMNS



The comparison between *Columns* and *Tetris* practically begs to be made: blocks fall into a well, faster and faster as the game progresses; if they're not cleared away, the blocks pile up and the game ends. But in *Columns*, you don't fit oddly shaped blocks to form horizontal lines. Instead, you match the colors of the blocks.

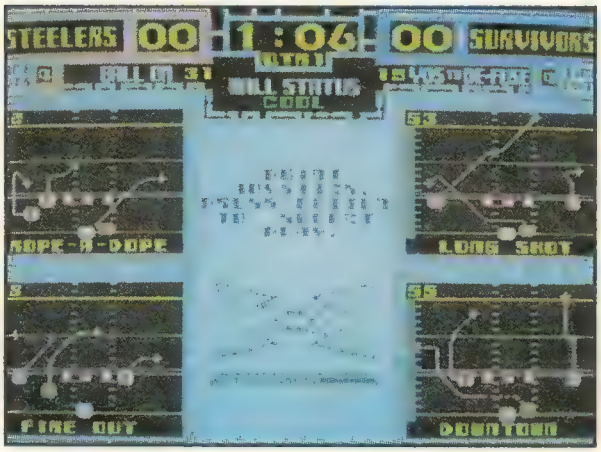
As vertical rows of three blocks each fall from the top of the screen, you rotate the colors of the blocks. The object is to match three or more blocks in vertical, horizontal, or diagonal rows. When you succeed the blocks disappear from the screen, and the blocks above fall down to fill in the blanks.

But all isn't lost if you fill a space with the wrong block — there's always the possibility of a kind of domino effect. You might place a pair of red blocks on top of a third, and the three red blocks disappear. But as blocks from above fall into the space left by the red ones, a blue might form a diagonal with two others, and as these disappear two greens may land on a third green...you get the picture. A lucky move can clear literally dozens of blocks from the column.

Variations include two-player games, timed competition, and "flash Columns," in which you must clear a half-filled screen down to a particular flashing block on the bottom row.

— Sega of America

CYBERBALL



Cyberball is a fast-moving arcade conversion, depicting the way football might eventually be played in the 21st century. Human combatants have been replaced by robots, and the football is no longer pigskin. It's an energy ball that literally explodes if the offensive team doesn't score before time runs out.

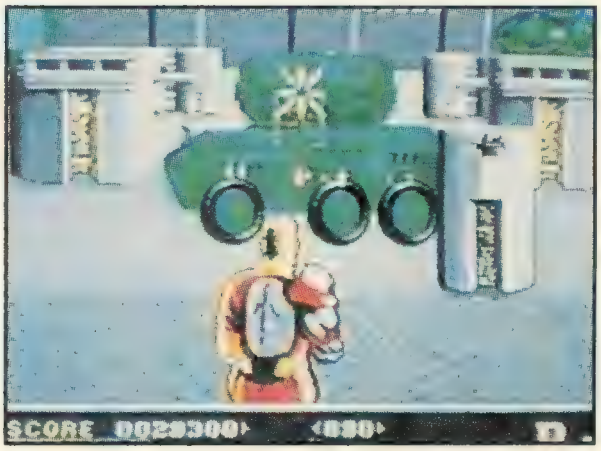
Once you've mastered the intricacies of the passing game, Cyberball becomes an exciting gridiron battle. The success of your passing game will depend on how good your quarterback is, your ability to control him, the timing of your pass patterns, and the defense your opponent throws at you.

Depending on your success, you'll earn money for your team treasury with which to buy better players. For example, quarterbacks in this game come in three models, the titanium edition being the fanciest and most expensive. The same applies to running backs, receivers, and all other players. This forces you to make some tough decisions. Do you spend all of your team's bucks buying the titanium field general and risk his destruction early on, or do you go for a less expensive model and spend your money on other positions? It's up to you.

The game moves very quickly — periods last only three minutes each, time limits for play selection are unmercifully short, and the action on the field develops quickly. The fast-action and futuristic feel combine to deliver a solid, power-packed game.

— Sega of America

DYNAMITE DUKE



Dynamite Duke stands alone, facing soldiers and gun emplacements. He can't retreat, and wouldn't if he could. Dodging bullets like they're standing still, Duke moves back and forth across the enemy lines, attacking only with his rifle, his fists, and his feet.

If there were a light gun available for the Genesis, *Dynamite Duke* might be mistaken for the arcade game *Operation Wolf*. The first-person perspective and action are the same. In both games, some targets reveal special power-ups when hit. And the graphics in both *Dynamite Duke* and the arcade version of *Operation Wolf* are about equal.

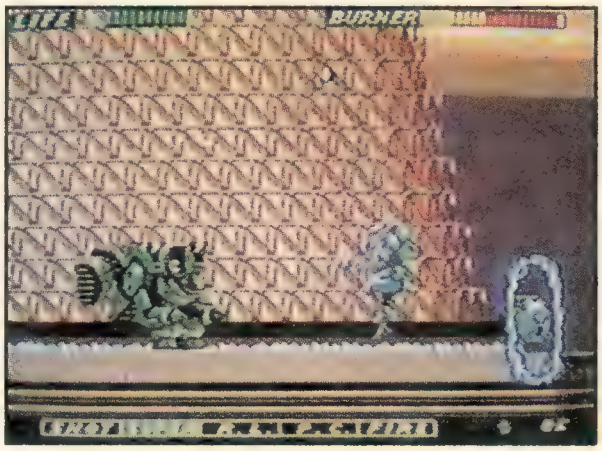
But since there is no light gun for the Genesis, *Dynamite Duke* takes an interesting approach to actually portraying your on-screen character. Duke stands with his back to you, his gun blazing. He's transparent, so he won't block your view of the many targets. You aim your shots with a moving crosshair.

At the end of each shooting mission, Duke must defeat a single boss in hand-to-hand combat. No shooting here, just quick reflexes and lots of punching.

Although the graphics are crisp and colorful and the settings for the various missions offer plenty of variety, the action can become repetitive pretty quickly. This isn't a fault in *Dynamite Duke* as much as it is a characteristic of this type of game. But if you're a fan of shoot-em-ups, *Dynamite Duke* won't let you down.

— Sega of America

E-SWAT: CITY UNDER SIEGE



Do you have what it takes to make the *E-SWAT* team (Elite Special Weapons and Tactics)? If you can survive two dangerous missions, you'll graduate to full status and don the Ice Suit — a powerful outfit of cybernetic armor that turns you into a walking arsenal.

You'll need the firepower, too, because your city is in the grips of E.Y.E. — a large, well-equipped terrorist army. To clean things up, you'll have to survive eight increasingly deadly missions against an enemy who seems to grow more powerful every minute.

As the game begins, you're just another vulnerable cop on the beat. Armed only with your quick reflexes and standard-issue sidearm, you'll have to battle your way through the streets of Silent City and then infiltrate the Cyber-prison. But if you survive, you'll be worthy of the coveted Ice Suit.

The settings for each mission are interestingly varied, and imaginative graphic details make the scenes come alive on screen. Inside the cyber-prison, for example, rotating floodlights outside cast a lurid, periodic glow through the cell windows. And in the sewer scenes (mission 6), shafts of grainy sunlight pierce the gloom from drain holes in the street above.

This attention to detail adds considerable atmosphere to what could have been just another scrolling shooter. *E-SWAT* doesn't break any new ground, but it does offer lots of smooth action, excellent graphics, and a high level of challenge.

— Sega of America

FORGOTTEN WORLDS

The people liked to think they were living in the golden age of humanity. There was no suffering, and the world was a virtual paradise.

Then the aliens came, and the once-dazzling splendor of life gave way to death and destruction. Lead by the evil King of Gods, the aliens trampled and enslaved humanity. The golden age became a distant, bittersweet memory — for those who were still alive to remember.

In *Forgotten Worlds*, you are the Nameless One, a warrior determined to rid the world of alien domination. You'll begin your battle against the King of Gods armed only with the few weapons you find among the ruins. But by collecting blue zenny, the currency of the realm, you can upgrade your inventory at one of two shops on each level. Although you'll be tempted to spend all your zenny on bigger and better weaponry, you shouldn't overlook the armor, first aid, potions, and information about your foes that are also available.

Each of the game's seven levels has its own unique creatures and machines of destruction, all graphically stunning. In fact, Forgotten Worlds is such a beautiful game that you may find yourself appreciating the scenery when you should be fighting. Game play is very smooth, and there's just enough strategy involved — mostly concerning the use of various potions, weapons, and defenses — to keep the fast-paced action from overwhelming you.

— Sega of America

GHOSTBUSTERS

The *Ghostbusters* movies have inspired games for just about every system around — from personal computers to Game Boy and now Sega Genesis.

This latest version is loosely based on the first *Ghostbusters* movie. You can play as any of the three ghostbusters, each a caricature of the actor — Dan Ackroyd, Harold Ramis, or Bill Murray — who played the character in the film. Each of the three has different abilities. Peter is endowed with both normal speed and endurance, Raymond moves slowly but has a high endurance level, and Egon is quick on his feet but won't last as long as the others. Every level in the game is packed with danger. You'll encounter hostile icemen, flying dinnerware, and even the colossal Stay-Puft Marshmallow Man.

The first four levels of the game are ghost-hunting jobs, each paying a fee to clear a building of ghosts. With the money you earn, you can stock up on the many special weapons and items you'll need to get through later stages of the game.

In the weapons shop, an Einstein look-alike will offer bigger and better weapons. It's a good idea to buy extra energy as soon as you can. The items shop stocks some very helpful products, but it often sells out of the more popular items.

The artwork is probably the best thing about *Ghostbusters*. All the characters are easy to identify, each a very good likeness of the movie actor. The bosses of each level could almost be considered attractive — if they weren't so dangerous.

— Sega of America

GHOULS 'N GHOSTS

Only the brave Sir Arthur can defeat Loki. The mischievous demon has captured the souls of the living and given the world over to the ghouls and the ghosts. Now it's up to Arthur to restore the world to its proper state.

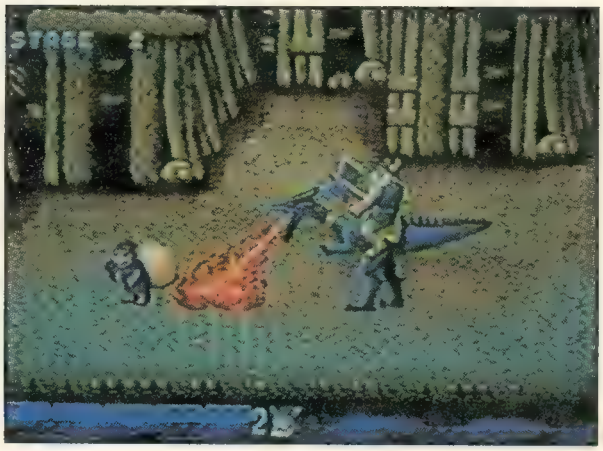
This truly incredible adaptation of the arcade game features some of the biggest, meanest bosses you've ever seen in a home videogame. The action is fast-paced and challenging, with many different areas and a variety of strange, spooky enemies. And just wait until you battle Loki!

You'll face everything from snorting pigmen and scythe-wielding skeletons to poisonous flowers and fire bats as you journey to Demon's Castle and your showdown with the forces of evil. You'll cross Horrible Faced Mountain, where you walk across giant tongues. And of course, Loki's legions will battle you every step of the way.

This game's most impressive accomplishment is in showing how closely the Genesis can approach the sound and graphics of a coin-op arcade game. *Ghouls 'n Ghosts* is one of the hottest-selling cartridges for the Genesis, and the reasons are obvious. If "arcade-quality" gaming is an important consideration in your choice of videogames, *Ghouls 'n Ghosts* for the Genesis is a must-see. It's one of the most impressive arcade translations ever designed for a home videogame system.

— Sega of America

GOLDEN AXE



Sega has had a great deal of success translating its popular arcade games for play on the Master System. And now the tradition continues with the Genesis version of *Golden Axe*. The background story, characters, and graphics are virtually identical to the coin-op version.

Your mission is to reclaim the throne of Yuria from Death Adder, an evil tyrant who came to power in a bloody uprising. You can choose to play as any of three characters, or two of the three in the two-player mode. All three are formidable warriors: Gilius Thunderhead, a bearded, axe-wielding dwarf; Axe Battler, a brawny giant; or Tyris Flare, a beautiful (but deadly) Amazon whose most lethal talent is her knowledge of magic.

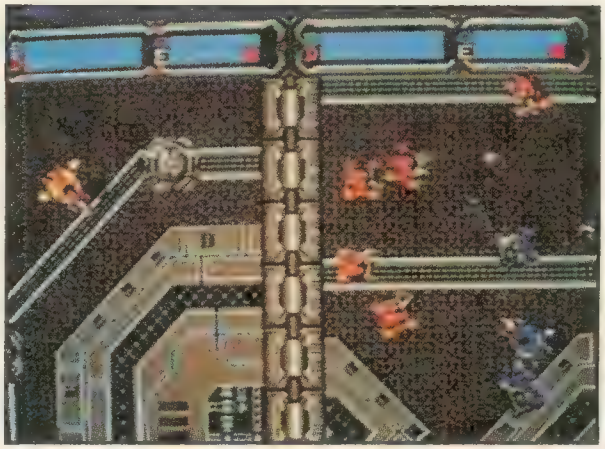
To reach Death Adder, you must fight your way through a multitude of enemies, including armored knights, mighty sumo wrestlers, vicious female guards, and skeleton swordsmen.

Each character fights with a sword or axe, although if you're close enough you can also kick and punch your foe. In a really tense situation, you can use magic to eliminate or weaken several opponents at once.

The Genesis version of *Golden Axe* features two levels (one in which you duel specific enemies) that weren't available in the arcade game, and it retains the arcade version's two-player cooperative mode. If you enjoy straightforward, death-or-glory arcade games, you'll really appreciate the action in *Golden Axe*.

— Sega of America

HERZOG ZWEI



Good *shooting* games abound for nearly every videogame machine; good *war games* do not. *Herzog Zwei* stands out as one of the best war games in any format — in some aspects it even rivals the better computer games.

Herzog Zwei succeeds despite (or perhaps because of) its curiously hybrid nature. It contains plenty of direct, player-controlled arcade-style action, yet it places that action in the context of an elaborate and beautifully balanced strategy program. To win, you must show lightning speed on the attack, and cunning and tenacity on the defense. You have to plan long-range strategies and skillfully allocate resources.

You'll be locked in furious combat with an evil dictator, battling his forces on eight different worlds. The terrain of each world can dramatically affect the course of your campaigns. Both you and your opponent will try to destroy the other's base camp while securing smaller, neutral bases. With these bases, you can manufacture a wide variety of weapons, including airborne and amphibious units. Your main weapon is a hovering attack jet with which you actually fly into battle.

The learning curve for *Herzog Zwei* is unusually steep for a videogame — don't expect to figure out everything until you've played quite a few games and memorized your command options. But once you have a handle on it, you'll find *Herzog Zwei* utterly gripping and constantly fresh, game after game.

— Sega of America

INSECTOR-X

The next time you consider stepping on a cricket or swatting a fly, it might be a good idea to play a game or two of *Insector-X* first.

This Genesis game lets you enter the world of the arthropod and fly through different scenarios destroying assorted six-legged creatures — all the same size as you!

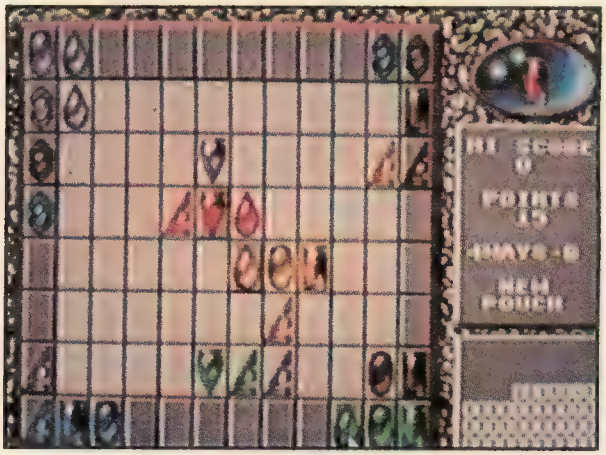
It seems that certain members of the insect empire have decided to wreak havoc on Earth. You're a winged warrior, battling to bring peace to the world — even if it means blasting the antennas off of every mutant mosquito, grotesque grasshopper, and repulsive roach you encounter. It could be an impossible task, though — there are more insects in one square mile of land than there are people on Earth!

Your mission takes you from the arid desert to the sweltering jungle, from the fetid city sewers to the teeming underground insect empire. You'll be battling insects of all descriptions —including tough half insect/half machines. Luckily, some insects leave behind power-up items when you destroy them. Grab the items to increase your firepower. You'll need every bit of ammunition you can find to defeat the five giant insect bosses you'll face as you fight to save the world.

Although the graphics in *Insector X* are truly excellent, the game is ultimately just another shooter. But if that's what you like in a videogame, this one's worth a look.

— Sage's Creation

ISHIDO: THE WAY OF THE STONES



Ishido is a nice change of pace from the slash-and-hack action of many videogames. Almost a combination of chess and mah-jongg, *Ishido* emphasizes contemplation over action.

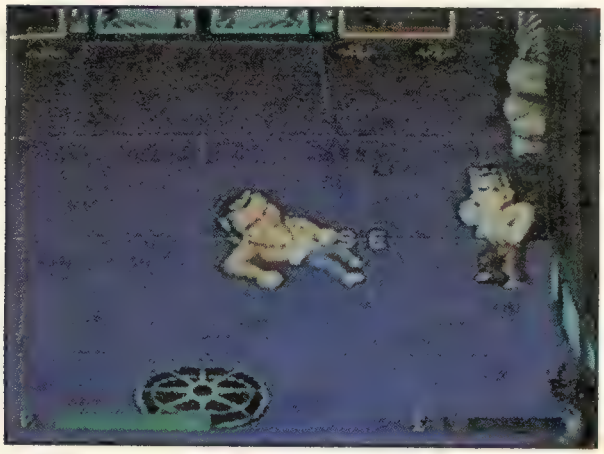
You play on a board of 96 squares, and your goal is to match stones in strategic combinations, grouping the playing pieces by color, shape, and design. You can play alone, or against a human or computer opponent.

While a one-way match — two stones of the same color, for example — is simple, the game becomes more complex as you begin making two-way matches. A two-way match means that a stone's color must match that of one adjacent stone, while its shape must match the shape of another adjacent stone. If that sounds tricky, imagine the strategy involved in gaining a four-way match, the biggest point-earner. Obviously, there's more than a little luck involved in making a four-way match, but, as in chess, you make your own luck by looking ahead as many moves as possible.

Ishido isn't an instantly addictive game like *Tetris*. While the objective of the game is simple, the thought and strategy required can be rather involved. Once you've gotten the hang of it, you may find *Ishido* as absorbing as any game you've played.

— *Accolade*

KA-GE-KI



Ka-Ge-Ki, from one of the new independent Genesis licensees, is a martial-arts/boxing game based on a Japanese coin-op hit. Your on-screen character is a slick-looking, quick moving, street-wise heavy hitter. But you're in for the fight of your life — you'll face nine major adversaries, all waiting for a chance to take you on. And the more of them you defeat, the bigger they get.

The object is to fight your way to the top of a skyscraper, battling the enemies you meet on each of the nine floors. But it won't be easy. They'll come at you with everything they've got — from sumo wrestling moves and martial arts hits and kicks, to swinging hammers.

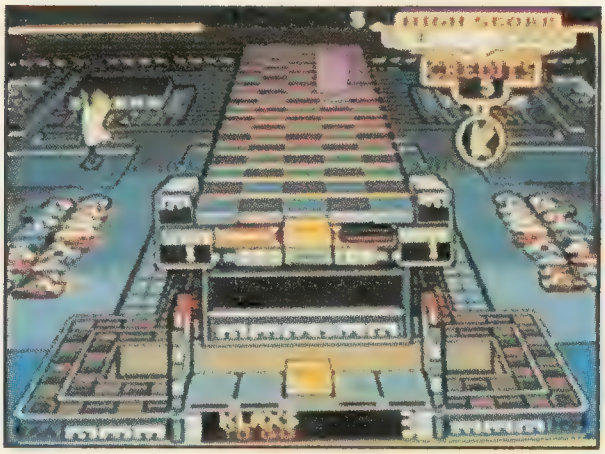
They don't always fight fair. While you're busy coordinating your jabs and uppercuts, the bad guys will try using exploding barrels and Molotov cocktails.

If you win, you'll get to see your enemies tossed into a pit. But if you lose, you'll have to watch your character writhe in agony as he suffers through a death longer than the ones in bad TV westerns.

The artwork in *Ka-Ge-Ki is* pleasant, although the animation isn't as smooth as in most Genesis games. And there aren't very many moves to choose from — just a jump and two punches.

— Sage's Creation

KLAX



Ever since the phenomenal success of *Tetris*, game companies have been frantically trying to come up with *"The Next Tetris"* — in other words, a fast, simple game that's both easy to learn and highly addictive to play.

Klax takes the basic arrange-the-falling-objects concept of *Tetris*, tilts it back to a 45-degree angle, and adds enough bells and whistles to qualify it as an almost-new game. Like *Tetris*, the basics of *Klax* can be learned quickly; but the skills needed to rack up really big scores...ah, those come only after hours of play.

Here's what happens: multi-colored tiles drop down randomly from the top of an inclined ramp. At the bottom of the ramp is a paddle which you move back and forth to catch and hold the falling tiles. You can hold up to five at a time, then move them to a desired spot and drop them into position. You get points by arranging three or more tiles of the same color in rows and patterns, called "klaxes."

As soon as you make a klax, the tiles in it flash and then vanish, making room for new arrangements. The more elaborate the klax (some shown in the manual will take you *years* to figure out!), the higher your score.

If *Klax* doesn't quite have the charm of *Tetris*, it does provide an engrossing challenge that will draw you back again and again.

— Tengen

LAKERS VERSUS CELTICS

The resurgent National Basketball Association owes much of its popularity to superstars like Michael Jordan, and rivalries like the dynastic duel between Los Angeles and Boston. Actually getting to play as the pro teams and stars you love is but one of the many strengths of *Lakers Versus Celtics*.

Electronic Arts has succeeded in conveying all the thrills of NBA basketball — the fast-break action, the half-court strategy, and the league's marquee names. Many of basketball's real superstars are represented on the game's eight NBA franchises and two all-star teams. Just the presence of these carefully portrayed roundball greats creates a real sense of excitement, even before the teams even hit the court.

Each team comes with a full player roster from the 1989-90 season, and the game includes a complete set of accurate stats for each NBA star. The appearance and classic signature moves of the stars are easily recognizable. You'll see Isaiah drive the lane and lay in a finger-roll in heavy traffic. Jordan's reverse slam and Barkley's monster jam are also programmed into the game.

The game manual advises you against playing a style of basketball that doesn't fit the club you're coaching. For example, you shouldn't force a fast-break offense if you have the lead-footed Celtics. Instead, utilize their pinpoint passing and excellent shooting. And if you're controlling the Chicago Bulls, you need only one play — "Give Michael the ball."

— Electronic Arts

LAST BATTLE

In *Last Battle*, you are a hero with an enormous mission. Wicked forces have gained control of the land after a great war, and are rewarding evil while subjecting the good people to slavelike conditions. As Aarzak, you must single-handedly overcome the fiendish powers that rule the country, liberating your friend Alyssa from captivity.

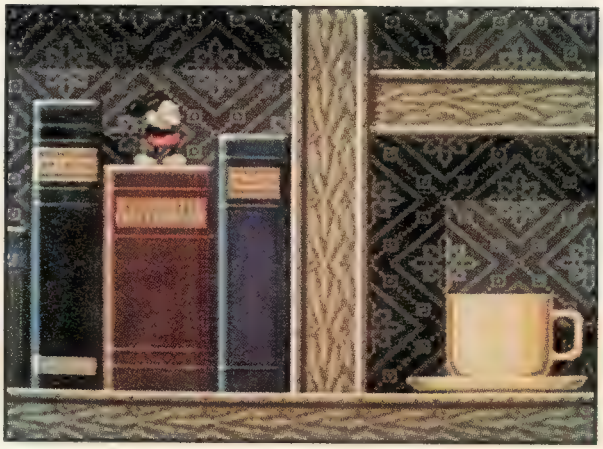
Your task is imposing, but you possess the knowledge of Jet-Kwon-Do — a secret martial art that will help you even the odds. As you battle enemies in search of Alyssa and her captors, your character will "bulk up" with muscle. You'll acquire incredible new moves and increased defensive power.

Last Battle takes full advantage of the Genesis graphic capabilities. Your journey takes you to numerous locales — through cities, inside castles, and across the ocean — and all are beautifully rendered. The side-view perspective is enhanced by the detailed background graphics, giving the game a nice 3-D feel. And although the game is mainly a punch-kick-and-leap affair, there is some strategy involved in deciding which areas in each stage to visit and in what order.

There are no passwords to let you continue from the last stage you reached, so you'll have to start from the beginning with each new session. This can be annoying. Aside from that, you should find *Last Battle* a satisfying test of your arcade skills.

— Sega of America

MICKEY MOUSE AND THE CASTLE OF ILLUSION



Mickey Mouse and the Castle of Illusion is a terrific debut of the Walt Disney characters on Genesis. The graphics and scrolling fields are state-of-the-art, and so convincing that the game almost appears three dimensional. The art and animation are dead ringers for the Mickey Mouse cartoons of the thirties and forties.

As the game begins, the wicked witch Mizrabel has taken Minnie Mouse prisoner because Mizrabel is jealous of her beauty and popularity. You'll play Mickey as you set off for the Castle of Illusion to rescue your main mouse.

The game we reviewed was an early prototype, with adversaries on only the first few levels. But we saw enough to know that the game is packed with plenty of adventure.

In the forest levels, Mickey faces moving tree stumps, dancing mushrooms, and flowers that spew deadly seeds. There are two ways to get by these fierce enemies — jump over them, or jump and crouch, landing on them with your rear end.

Later, Mickey encounters toy soldiers, clowns on unicycles, and rooms that turn upside down. You can collect oranges to throw at your foes, and you'll also find stars that increase your life.

Even in the later, unfinished levels of the game, the detailed settings alone were impressive. *Mickey Mouse and the Castle of Illusion* boasts some of the most unusual and innovative scenes in any videogame.

— Sega of America

MONDU'S FIGHT PALACE

Sheba is a punk rocker. She struts around the ring, wearing a bikini and a Mohawk haircut. Bonapart, her opponent, follows her. Bonapart is a regular guy, save for the fact that he's a skeleton. The opening bell rings, the two wrestlers begin circling one another, then they attack. Holds are made then broken. Punches are evenly exchanged for kicks — obviously, the fighters are evenly matched.

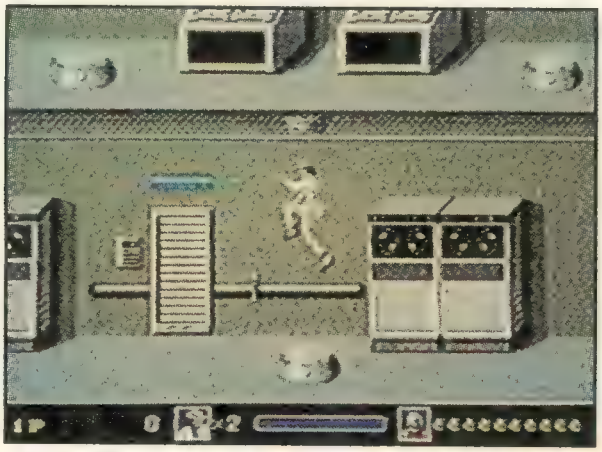
Sheba resorts to her special move: the Mohawk shoots from the top of her head, taking on a ferocious life all its own. The skeleton responds by removing one of his leg bones and fashioning a crude but effective whip. He fends off the hair attack and continues beating her with his thigh bone. Finally, Bonapart is victorious. Sheba falls, and a monstrous head rears up from the sand, snatches her in his teeth, and disappears. Another evening has begun at *Mondu's Fight Palace*.

Mondu's Fight Palace is based on the PC game *Tongue of the Fat Man*. Mondu, the Fat Man, operates an outer-space wrestling arena where aliens of every imaginable stripe come to grapple, place bets, or just unwind with friends. Seven different fighters, including Mondu and his fabled tongue, are ready to rip each other to shreds in ways both bizarre and colorful.

The gambling is always heavy and the tournament wrestling fierce. In this game, there's never a question of the action being real. With Mondu's brand of wrestling, faking is impossible.

— Sega of America

MICHAEL JACKSON MOONWALKER



Michael Jackson is undeniably a superstar. Not only in the United States, but all over the world, Michael Jackson is a household name. So it's no surprise that when Jackson approached Sega of America with an idea for a videogame, the company was quick to accept the idea and go to work.

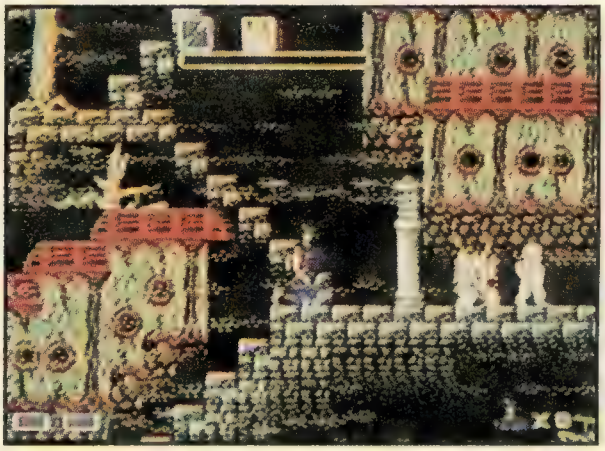
The result of Jackson's and Sega's collaboration is *Michael Jackson Moonwalker*. You play as Michael himself, and your mission is to stop the evil Mr. Big from taking over the world. As part of his terrible plot, Mr. Big has kidnapped the children of leaders all over the world. Only Michael can free the kids and save the world.

The most noticeable difference between *Moonwalker* and many other videogames is the smooth, dancing way Michael moves. He glides and moonwalks through the game just like he does in his music videos. And with a great stereo soundtrack of Jackson's hit music, including "Beat It," "Thriller," and "Billie Jean," the resemblance to a music video is even greater.

The game doesn't sacrifice action for its great graphics and sound. There are plenty of varied settings and tough enemies, from the seedy Club 30 and its well-dressed gangsters to the high-tech hideout of Mr. Big and his armored guards. Between fighting thugs and searching for the kidnapped children, you'll stay busy every step of the way. *Moonwalker* is one of the showiest and most entertaining Genesis games around.

— Sega of America

MYSTIC DEFENDER



Alexandra, daughter of the Supreme Deity, has been kidnapped by henchmen of the evil King Zao. He plans to use the girl's spirit to awaken his master. Enter Joe Yamato, veteran fighter and magic-user. Singlehandedly, he must halt Zao's heinous plot and rescue Alexandra.

As Yamato, the hero of *Mystic Defender*, you will journey through strange lands and fight even stranger enemies. In fact, the artwork in this game is nothing short of spectacular. The scenes have great depth, with the carefully scrolling backgrounds and three-dimensional look we've come to expect (and always appreciate) in Genesis games.

The animation is just as impressive, and brings to life some of the most gruesome characters we've seen. There are monks hanging from nooses, slowly swinging and apparently dead. But when you fire at them, they change into giant spiders. In some scenes, great toothed worms rise from the ground, while in others you face a seething wall of brains.

You attack by focusing Ki energy and shooting it from your fingertips. The longer you focus the energy, the larger the ball of Ki — and the more harm it causes the enemy. You can also use magic, and you'll find powerful magic spells hidden throughout the game. These not only help you out of the tight situations you'll find yourself in, but also add a lot of variety to the game.

— Sega of America

PAT RILEY BASKETBALL

Pat Riley Basketball is a colorful showcase of Sega Genesis' *graphics* potential. The action scrolls smoothly, the players are defined clearly, the arena is realistic, and the flavor of real-life basketball is presented.

The game doesn't show off the system's *computer* capabilities, though. There is no bench — your starting five are your only five — and there are no set plays in the offense. That's a bit odd, considering that Pat Riley wouldn't have been last year's NBA coach of the year without a solid bench and "money" plays like the "Kareem-Magic Pick 'n Roll."

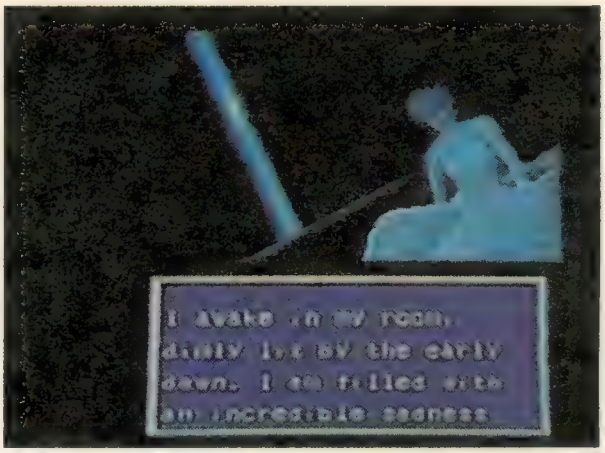
Visually, the game is strongest under the basket. When an offensive player gets in close to the hoop, the action breaks away to a close-up view of the attempted dunk. If a defender is nearby, he too appears in the close-up to try to block the slam. The confrontations are vivid and fun to watch.

If jump shots are more your style, be warned that field-goal percentages appear to be random. It doesn't seem to matter how close defenders are, or whether or not you're squared with the basket when you shoot. Since it's often easier to go to the basket, think twice before launching the three-pointers.

The great graphics, Lakers-style fast-break action, and excellent sound effects make for an exciting game — although a greater selection of players and play options would be a big improvement.

— Sega of America

PHANTASY STAR II



Phantasy Star is *the* best-selling Master System game available. Needless to say, role-players were anxious to get their hands on *Phantasy Star II* for the Sega Genesis. And from every report, it was well worth the wait.

Much has happened in the millennium since we last checked in on the Algol star system of *Phantasy Star*. After Alis defeated Dark Falz, the three planets in the system were linked by an enormous computer, the Mother Brain. This massive computer has regulated almost every aspect of life for centuries. Now there is a problem. Mother Brain is blowing her circuits.

As the lead character and a young inhabitant of Algol, you are awakened by a recurring nightmare, which is actually the closing sequence from *Phantasy Star*. Sensing that something is wrong, you report to your commanding officer. He orders you on a journey that will present you with many new mysteries. For instance, why are the dams of Mota locked, denying the planet urgently needed water? It's up to you to find out.

But pace yourself, because this mission will require a little overtime. The game uses six megabytes of memory, so you're going to need the 110-page hint book that comes with the cartridge.

Sega built a reputation for solid role-playing adventures on the Master System, and *Phantasy Star II* lives up to that reputation. It's the most expensive Genesis cartridge to date, but gamers won't be disappointed.

— Sega of America

PHELIOS

Phelios takes the traditional vertically scrolling shooter, transforms it with dazzling graphics and sound, and tosses in an overlay of Greek mythology.

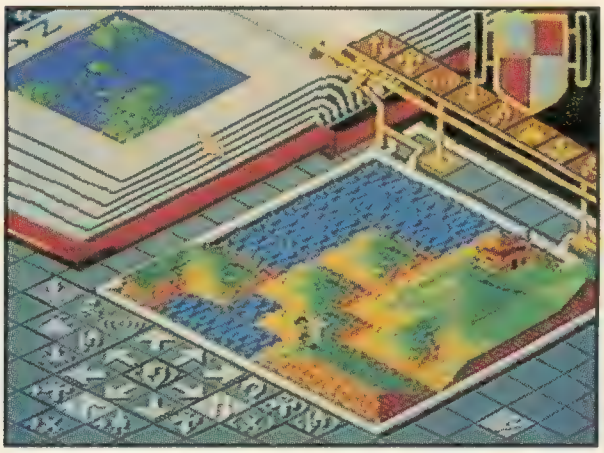
Artemis, the moon goddess, has been kidnapped by the evil Typhon. As the sun god Apollo, it's up to you to battle your way through seven worlds in search of her. You won't have to walk —you'll ride Pegasus, the legendary flying horse.

Your primary weapon is a magic sword that fires something like a laser beam. In the early stages of the game, the sword alone may be enough to protect you — but just barely. To stand a chance against tough enemies like the mythical Medusa, you'll have to collect special power items. You can uncover these by shooting the golden owls that fly onto the screen from time to time. The items modify and increase the power of your sword, and some will give Pegasus special abilities. The owls may also hold extra lives, and ultimately one will contain Phelios, the sword of light. Phelios is only available in the last stage, and is essential if you are to defeat Typhon.

The colorful, detailed graphics put *Phelios* a cut above the usual shoot-em-up, giving the game a depth you'll have to see to appreciate. And for those who are new to this type of game, the novice mode makes things just a bit less frustrating.

— Sega of America

POPULOUS



Populous gives you the powers of a god. You hold dominion over hundreds of possible worlds, with landscapes ranging from icy tundra to fertile grasslands.

Each world is inhabited by two kinds of people: good and evil. You are the god of the good people, and their fate is in your hands. Through divine manipulation of their environment and behavior, you foster their cultural, technological, and economic growth. Your goal is simple: to become powerful enough to overcome the evil god and sweep the world of his people.

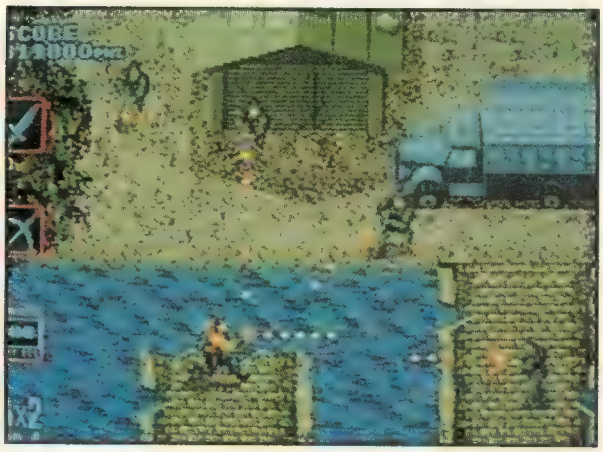
When the game begins, your people are poor and primitive, living in crude huts with barely enough farmland to support themselves. Their success, and your power as a deity, depend on the amount of manna (crops) your people can produce. By lowering and raising sections of the landscape, you can make it suitable for agriculture and settlement.

You can also use other powers to aid your people — you can lead them into unexplored territory, or provide them with a leader and knights to help them defeat the evil people.

Meanwhile, your foe — the evil god — is working to improve the lot of *his* people. To limit the evil peoples' growth and protect your own subjects, you might call forth an earthquake or a cataclysmic flood. Of course, the evil deity can do the same to you. All this makes *Populous* a fascinating game, a perfect blend of action and strategy.

— Electronic Arts

RAMBO III



Tortured by memories of the war in Vietnam, John Rambo seeks the solitude of a remote mountain village. But Rambo's former commanding officer, Colonel Trautman, tracks him to the village. Trautman asks Rambo's help with a top secret mission into Afghanistan.

Rambo refuses, but his plans change when the Colonel is captured by the Soviet army occupying Afghanistan. The reluctant Rambo takes up arms against a sea of troubles.

Based on the hit movie, *Rambo III* follows the adventures of the former Green Beret as he brings the Soviet's worst nightmare to life.

Before you can rescue Trautman, you have to complete several missions. You must infiltrate a Soviet prison camp to rescue a secret agent who knows where Trautman is being held. You'll destroy the enemy arsenal, trying to divert attention from your true mission. You'll face entire divisions of Russian troops as you move deeper into the Soviet territory.

In some ways, *Rambo III* works better as a videogame than as a movie. It's hard to take seriously a film about a shirtless renegade who stages a one-man invasion of a war-torn country, casually blasting helicopter gunships out of the sky with a bow and arrow. But the fantastic plot makes for a terrific videogame, where impossible exploits, multiple lives, and guns that never run out of ammo are expected. With its well-known chartacters and explosive action, *Rambo III* is one of the best shooters around.

— Sega of America

REVENGE OF SHINOBI

The ninja walks a special path. Other warriors define themselves in terms of raw, unbridled power — but not the ninja. He substitutes speed for strength. Other fighters announce their presence boldly, daring you to look them in the eye. Not the ninja. The soul of his technique is surprise. By the time you turn to see the ninja warrior, your fate has already been sealed. There's a different attitude at work in the ninja mind. The ninja is the most graceful assassin of all.

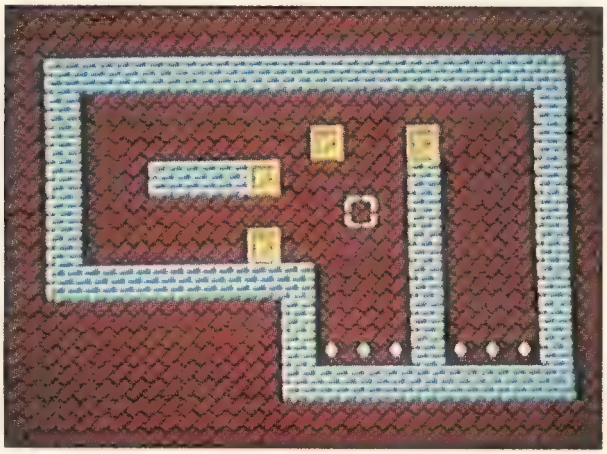
As Joe Musashi, the hero of *Revenge of Shinobi,* you are a student of the secret ninja dojo. For centuries the dojo (or school) has remained undiscovered, teaching the ways of the ninja warrior. You are one of its finest students, and an expert in the techniques of Shinobi — the art of stealth.

As the game begins, you have just returned to the dojo from a long and dangerous journey. But the dojo has been ransacked, and the ninja sensei, your beloved teacher, has been assassinated. You discover the identity of the attackers, and set out to avenge your teacher.

One of the game's major strengths lies in its rich, beautifully rendered graphics. *Revenge of Shinobi* delivers what many similar games only promise — exciting ninja combat, electrifying characters, and smooth, unrelenting action all played out against a variety of striking locales. This is easily one of the most impressive martial arts games available for any system.

— Sega of America

SHOVE IT!



If your idea of a great game is one that emphasizes agility of the mind over manual dexterity, then you may want to look into *Shove It!* In this puzzle game you play the part of a warehouse workman, Stevedore, who's saddled with the task of arranging the warehouse inventory. To do this you have to push the crates — you can't pull or lift them — to positions marked by white dots on the warehouse floor. When all the crates have been placed on a white dot, the puzzle is solved and Stevedore can move to the next room.

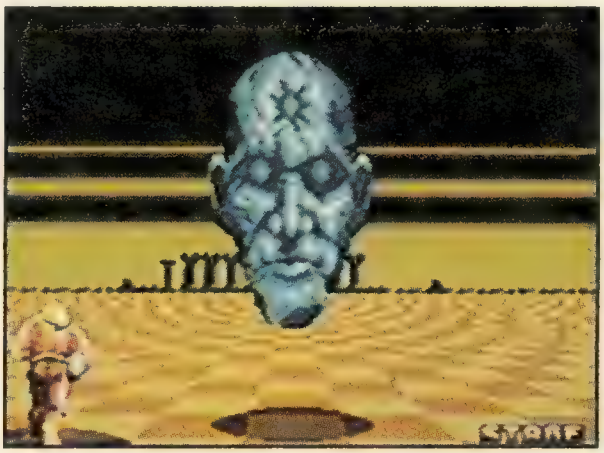
Each room has a different floor plan. Because you can only push the crates, your first concern is to avoid placing crates in corners or up against walls. If you can't get behind a crate, you can't move it. It's often necessary to position the crates in a certain order.

You'll have to plan each move well in advance as you progress to the higher levels. The rooms become increasingly more complex in layout, and often a single wrong move is enough to doom your efforts to failure. Fortunately, the game does feature a trace mode, which allows you to retrace your steps and figure out exactly where you made that wrong move.

Shove It! isn't for everyone. There's very little action on the screen, and the different rooms are all rather similar in appearance. But for those with a fondness for analytical games, *Shove It!* should prove very popular.

— Dreamworks

SPACE HARRIER II



This sequel to Sega's popular *Space Harrier* takes place thousands of years in the future. One day, you monitor a faint distress call from the 214th sector of the galaxy. You may be light years away, but you're still the only one who can answer the appeal of these unknown people.

Using the "cosmic gate," you warp to Fantasyland. Alien monsters have completely overrun the planet and are planning to blow it to smithereens. You're armed with a mere laser rifle. Will it be enough?

You must clear 12 stages before Fantasyland can be saved (plus bonus screens after every five levels). You'll meet pig-faced barbarians in Fors Yard, strange smoke rings and Cyborgmen in Zero Polis, gargoyle-like Giddores in Craddha, and evil starfish in Felcold.

The stage bosses you'll have to beat are among the most intimidating creatures in any game. You'll face a three-headed tortoise that shoots fireballs. There's Mantichora, with wings and a savage overbite. And you'll have to decide which of the Wizard's many images is his real body.

Space Harrier II is a standard arcade-action game, but it's an improvement over its predecessor. This game has better graphics, stereo music, and amazing sound effects. Anyone who enjoyed the first game — as well as anyone who likes a good shoot-em-up — will want to grab their laser guns and jump right into the action of *Space Harrier II*.

— Sega of America

SUPER THUNDER BLADE

In this sequel to the Master System game *Thunder Blade*, you're back in the cockpit of the heavily armed supercopter. This time out, your mission is to battle powerful renegade troops who've somehow gained control of some of the world's most lethal ground and air attack vehicles.

Although your enemy's intentions are a bit sketchy, you'll soon realize that it doesn't really matter what the enemy is after -- your immediate concern is survival. Regardless of your enemies' ultimate goal, the challenge of safely maneuvering your helicopter through the hostile fire and detailed, colorful screens is reason enough to play this game.

The action in *Super Thunder Blade* is the same as in many other shooters -- keep firing, keep dodging, and keep advancing. While this routine often becomes boring in many games, the first-person perspective and 3-D feel of *Super Thunder Blade* give the game an urgent quality that makes it stand out from the crowd. The clouds, skyscrapers, and terrain features are finely rendered, and when you fire your machine gun or rockets, your shots grow smaller and smaller as they travel into the distance.

If you like the action and perspective in games such as *Space Harrier* and *Space Harrier II*, then you'll feel right at home in the cockpit of the *Super Thunder Blade*.

— Sega of America

SUPER HYDLIDE

No one can remember when Evil invaded Fairyland the first time. There are only the legends, passed down from generation to generation, of a warrior who single-handedly saved the land from Evil's domination. But the peaceful inhabitants of Fairyland have forgotten the name of their champion.

One dark night, a mysterious fireball exploded in the Fairyland sky. The next day doors appeared where doors had never been. Those who ventured through the openings disappeared forever. Then strange earthquakes and other catastrophes began to occur. Droughts destroyed crops, villages were destroyed by floods, and monsters materialized from nowhere. In panic, the Fairyland Council met and agreed that the legendary Evil had returned.

Super Hydlide is a traditional role-playing game with some interesting and unique qualities. For example, you're only able to carry a certain amount of weight in your backpack, but you're able to exchange heavy gold for paper money in a bank. Thrifty adventurers can also set up bank accounts that draw interest.

Still, while *Super Hydlide* features better graphics and sound than its Nintendo predecessor, *Hydlide*, the poorly defined characters and landscape can't compare with other Genesis role-playing games such as *Phantasy Star II*. It's not a *bad* game — it's just not as good a game as the Genesis is capable of supporting.

— Seismic

SUPER HANG-ON

Hang-On, one of the most popular motorcycle racing games ever, is still popular in the arcades. Now *Super Hang-On* for the Genesis brings you all the exciting racing action of its predecessor, plus an additional playing mode that makes the game a strategic challenge as well as a test of speed and reflexes.

In the familiar arcade mode, you race against the clock on courses in Africa, Asia, America, and Europe. While the graphics for all four courses are of near-arcade quality, the background scenery for the European course is especially nice, with the Eiffel Tower looming impressively against the nighttime sky of Paris.

In the original mode, you've got a lot more to worry about than just staying on the road and avoiding the other racers. Here, you're racing against specific opponents, and you must beat them in order to earn prize money for upgrading your bike. At first, your bike's acceleration and handling aren't very good, but with each victory you earn money to buy better parts, and before too long you'll be maneuvering the courses on a top-notch machine. You also have to hire a mechanic and try to find a sponsor to help cover your expenses.

The game has the same techno-pop soundtrack as its arcade forerunner, and plays with much the same feel. *Super Hang-On* is a worthy sequel, and sets the standard for cartridge-based motorcycle games.

— Sega of America

SUPER MONACO GP

If you want realism in a racing game, you should definitely take a look at Sega's *Super Monaco GP*. The first screen you see is a near-photographic shot of a lovely woman, leaning against the "Sega Grand Prix" sign as Formula 1 cars race by on the track behind her. Next comes a digitized screen of a car squealing out of the pits toward you, followed by a close-up of the car's engine, again digitized and even animated. It looks almost like a movie, certainly like a top-notch arcade game. But a home videogame? It's hard to believe.

This isn't one of those games that reserves its most impressive screens for the title and closing credits. *Super Monaco GP* has a lot to offer, and the game plays as good as it looks.

You can choose from several different races and tracks, all of them road courses from around the world. Three transmissions are available: an automatic, a four-speed manual, and a seven-speed manual. Other options let you tailor the controls just about any way you like, selecting which buttons will control brakes, accelerator, and transmission.

You'll hear the engine whine as you accelerate, begging you to shift into high gear. Your pit crew will urge you on with clean, lifelike shouts, and there's even a doppler effect as you pass other cars. If this game were any more realistic, you'd need a helmet to play it safely.

— Sega of America

TARGET EARTH

The year 2101 was an eventful one for Earth. Just as the first Space Exploration Team was launched on an investigative mission, the superpowers of the world began a horrible nuclear war. The last anyone heard from the team was a transmission asking for help.

In the years that followed, a devastated but peaceful Earth emerged. The world's most talented scientists combined their technological insights, and space stations were established throughout the galaxy. The Earth Defense League was set up to govern the settlements.

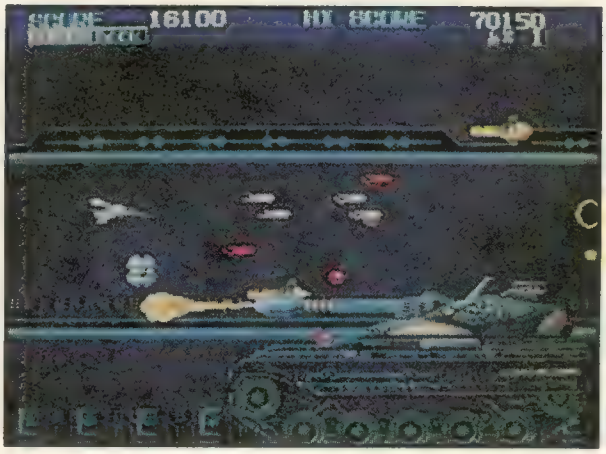
You're a buck private in the Defense League, stationed on Jupiter's Ganymede Base. You're talented, but nothing you've encountered in your time with the military has prepared you for the strange, alien enemy racing toward the solar system. Known as the Chron, they threaten not only your base, but Earth as well. Is there a connection between these invaders and the hapless exploration team? Only you can find out.

Each of *Target Earth*'s eight stages offers a unique objective. You must evacuate the colonists from the base in Stage 2, do a turn at guard duty in Stage 5, and recapture the space colony in Stage 7. Your weaponry can be upgraded as you advance, but you must decide which of the guns, grenades, and assault weapons are most effective against the different Chronian ships.

Thanks to its very nice graphics and the variety in the game's stages, *Target Earth* is a much more substantial game than many similar shooters. —

Dreamworks

THUNDER FORCE II



Thunder Force II proves that the superior graphics of the Genesis system can revitalize even the most familiar kinds of games.

You're at the controls of the red-hot Thunder Force II space jet. Your mission: defend the peaceful planet of Nebula against the evil emperor Reficul and his hordes.

The game unfolds on alternating vertical and horizontal screens. The scrolling backgrounds are, in every case, imaginative and rich in detail. The screens may remind you of *Xevious*, but that old arcade classic seems positively sedate compared to the headlong velocity of *Thunder Force II*.

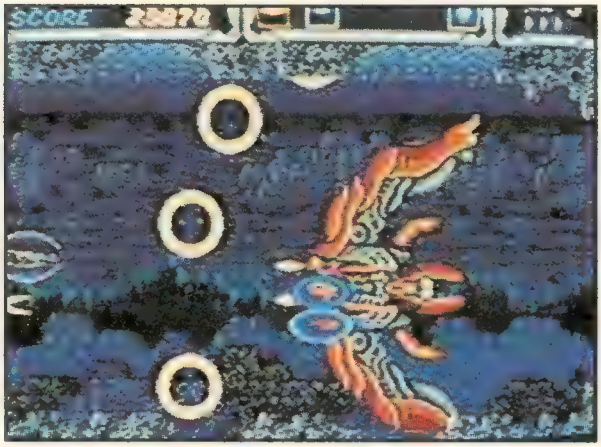
Our game testers agreed that the vertical screens were among the prettiest and most challenging of any scroll-and-shoot game they played in 1989. At times, the screen seems to explode with movement, color, and blazing lasers.

Connoisseurs of futuristic firepower will *love* all the high-tech weaponry in this game. You can use wave-shots, nova-bursts, side-blasters, and the dreaded mega-flash, to name a few. With so many types of weapons to choose from, a major part of your survival strategy involves developing a sure instinct for which weapon to use in a given situation.

There's nothing "new" about this game — its biggest appeal is to shoot-em-up fans who look not for something different, but for "more" and "better." With its breakneck pace and incandescent graphics, *Thunder Force II* delivers exactly what these players crave.

— ***Sega of America***

THUNDER FORCE III



Yes, it's a side-scrolling shooter. But *Thunder Force III* elevates this old format to some truly incredible new heights.

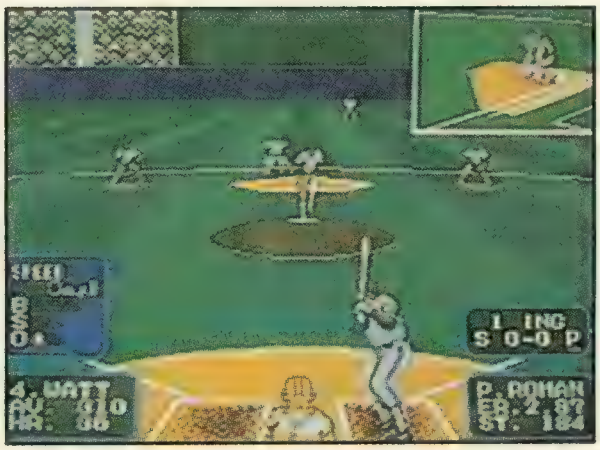
The sequel to *Thunder Force II* once again puts you in the cockpit of the trusty Thunder Force. Unlike its predecessor, though, the action in *Thunder Force III* is all horizontal scrolling.

As the game begins, you view an eight-planet solar system on the high-tech screen of your vessel. Each of the eight worlds has fallen under alien domination, and you are their only hope of liberation. By moving the targeting cursor to a specific planet you can access information on the world's terrain. You'll also see a diagram of the boss alien on that world, indicating his weak point. When you're ready to go, you press a button and immediately zoom toward the selected planet.

Although there's nothing new in the game's side-scrolling layout, the fast action and multilayered backgrounds make every scene a standout. Each of the eight alien landscapes is an innovative and beautiful display of 16-bit graphics. The scenery is brilliantly colored, with multiple scrolling fields adding a real sense of depth. In one scene you fly through a land of fiery lava, with a background of wavering flame. The illusion of intense heat is so great that sometimes you'll have trouble tearing your eyes from the background long enough to watch where you're going.

— Technosoft

TOMMY LASORDA BASEBALL



The superb graphics in *Tommy Lasorda Baseball* set the game apart from the many other baseball simulations available. The realism is remarkable. You can see the seams on the baseball and the Nike Swoosh on the players' shoes. The pitchers' windups look just like they do on television.

The game also hits a home run with its realistic play out on the field. Your pitching staff can throw a wide range of pitches — curves, fast balls, sinkers, etc.. You can also dramatically vary the speed of each pitch to further confuse the batter.

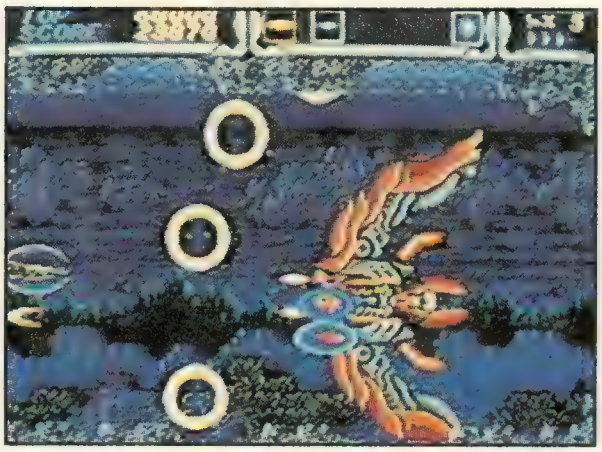
In the batter's box, hits don't come easily. If you're able to reach base against the computer teams, you've not only accomplished a difficult task, but you'll also get the chance to explore the game's sophistication. You can threaten to steal on any pitch, frustrating the defense just like the A's Rickey Henderson does.

In your role as manager, you can make the same decisions that often give Lasorda indigestion. Bring the infielders in if you sense a bunt. When it looks like your hurler has lost his stuff, yank him — after all, it's your team. You choose your starters, relief pitchers, pinch hitters, and determine the batting order.

To help you make these difficult decisions, you're provided with statistics on every member of your team. You can play it by the numbers, like Oakland's Tony LaRussa, or ignore the stats and go on hunches, like Chicago's Don Zimmer. Either way, *Tommy Lasorda Baseball* will make you feel like a major leaguer.

— Sega of America

TRUXTON



The Gidans have destroyed your army's cargo barge and left your secret weapons floating uselessly in space. Now the aliens are on their way to your home planet, Borogo. With your secret weapons out of the way, the Gidans shouldn't have much trouble taking control of the planet.

The only way you can fight the enemies is with the super fighter — the most powerful assault ship in the universe.

As ace pilot Tom the Bomb, you'll have to fly the super fighter into battle against the Gidans. At the start of your mission, you'll take off for the far reaches of space equipped with three assault ships, an unlimited number of power shots, and three destroyer bombs.

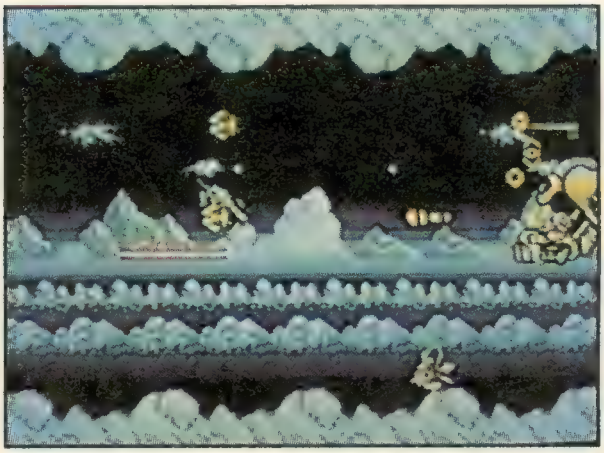
If this sounds like the beginning of yet another scrolling shooter, you're right. *Truxton* is exactly that. But it manages to distinguish itself from the majority of its shoot-em-up cousins by virtue of its truly superior graphics.

You'll face the Gidans in five separate battles as you fly through space, and the backgrounds and enemies all look great. As you watch the action on the screen, you'll notice a depth that's uncommon in most shooters. And as your ship comes across the energy weapons that were scattered by the enemy attack, you'll gain attack powers that are as beautiful as they are deadly.

Sure, *Truxton* is another shooter, but shooters have always been popular games. And with state-of-the-art 16-bit graphics and sound, this game and many like it will be popular for years to come.

— Sega of America

WHIP RUSH



By the 22nd century, man has managed to overpopulate not only Earth, but also all the inhabitable planets in our solar system. In an attempt to alleviate the overcrowding, three ships were sent on a mission in search of planets suitable for colonization. After five years, Earth received a message from the ships saying they were headed toward the planet Voltegeus...then, nothing. The ships were declared missing, and presumably lost.

A week after receiving the message, a massive space vessel of unknown origin was detected near Mars. It headed directly for Earth and unleashed a fierce attack. Was the appearance of this hostile alien vessel somehow linked to the disappearance of the three spaceships near Voltegeus?

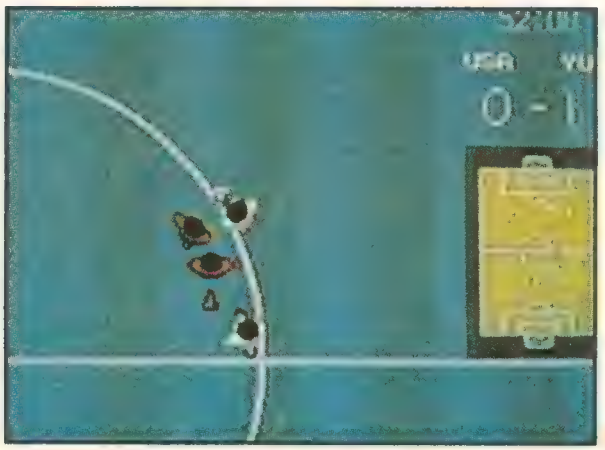
In *Whip Rush* it's your mission to repel the alien attack and uncover some clue to the fate of the missing craft. To accomplish this, you'll be flying the Whip Rush, a jet fighter equipped with awesome weapons and handling capabilities.

This space shooter comes with the usual assortment of enemies and bosses, but is elevated above the pack by outstanding graphics and colorful scenery. There's even an element of strategy involved, because each scene is unique and calls for different weapons and tactics.

Be forewarned: successfully repelling the enemy is not an easy task, even when your ship is in tip-top shape. But the fate of the Earth — as well as the solution to the riddle of the missing spacecraft — rests in your hands.

— Renovation

WORLD CHAMPIONSHIP SOCCER



World Cup soccer generates as much excitement as any sporting event in the world. Unfortunately, it takes place only every four years. What's a soccer fan thirsty for World Cup action supposed to do in the meantime?

World Championship Soccer is at least a partial answer, because much of the action and strategy of the real thing is captured in this simulation. You can select your team from any of 24 countries, basing your decision on individual and team statistics for speed, skill, and goalkeeping. You then determine your starting lineup.

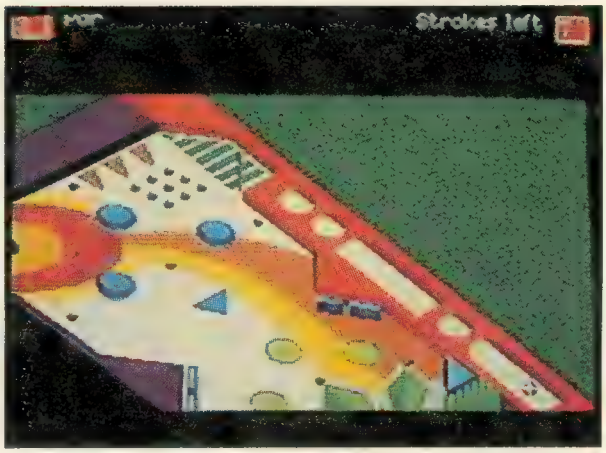
Once the ball is put in play, you view the action from above the field, controlling the player marked with an arrow. The main screen shows only a small portion of the field in detail, but you can keep an eye on the entire field by watching the inset screen. This is especially important when executing or defending against long kicks.

The A, B, and C buttons control your player's movements, and in combination allow realistic maneuvers like high kicking, diving, and heading the ball.

The graphics, while not astounding, are effective. The close-ups provided on corner kicks and other special plays are excellent.

— Sega of America

ZANY GOLF



Unlike *Arnold Palmer Golf* and *Tommy Lasorda Baseball*, *Zany Golf* doesn't strive for realism. But that's OK, because this is miniature golf. Fantasy is its stock and trade. And because this is a videogame — where restrictions like the law of gravity don't apply — there are holes featuring jumping hamburgers, hovering fairies, and giant pinball machines.

Zany Golf was originally designed for home computers, and this new Genesis version looks and plays just like the Amiga and PC versions. You play each of the game's holes as you would a real hole of miniature golf, trying to reach the cup in a given number of strokes. If you hope to make par, you'll have to take advantage of the obstacles on each hole.

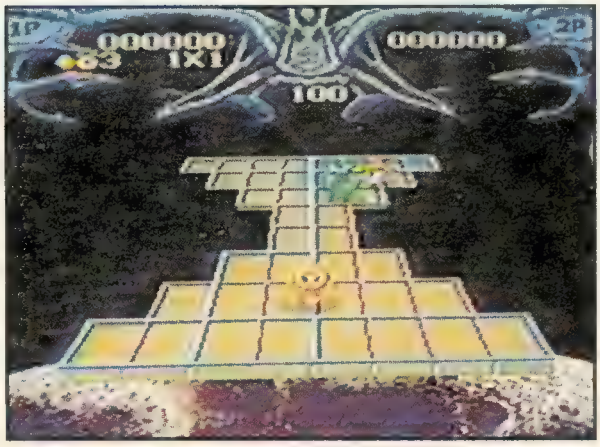
For instance, one hole is made up of twisting fairways that defy any attempt at accuracy. The only way to make par is to steer the ball using blasts of air from electric fans. Other holes — such as one that resembles the inside of a computer — take plenty of practice and experimentation.

A pointer allows you to control your strokes. The farther you move the pointer from the ball, the harder your stroke will be. You can also use the pointer to scroll the display and see the entire hole.

Graphically, *Zany Golf* is a very good game. The miniature-golf theme works well as a videogame, where so much more is possible than in real life. Although you may find yourself wishing for more variety than the single course offers, you'll enjoy playing every hole.

— Electronic Arts

ZOOM!



Mr. Smart, the star of *Zoom!*, has his work cut out for him. His sole purpose in life is to dash around maze-like grids suspended in space, outlining the boxes on the grid. Once all the boxes are outlined, Mr. Smart moves on to a new grid and begins outlining again.

But there are a lot of critters on the prowl, ready to defeat the Pac-Manesque Mr. Smart. Wormlets erase the lines that Mr. Smart has already filled in, Angleheads slow him down when he crosses their path, and Sphereroids roam the grids just waiting to cause trouble. He can also be swallowed up by black holes that suddenly appear in his path.

Not *everything* Mr. Smart encounters is dangerous. Special items occasionally appear, including candy to give him a burst of speed, glue to slow down his enemies, and ice cubes to freeze the monsters in their tracks.

There are six stages in *Zoom!*, and each stage has six different platforms. Every platform is more difficult than the one before, so by the time you reach the last few you'll really have to move quickly to stay ahead of your enemies.

There's also a simultaneous two-player contest, allowing you to compete with a friend.

Zoom! isn't the most absorbing or exciting game around, although it does provide a welcome alternative to the many scrolling shoot-em-ups that populate the world of Genesis games. Don't think it's just a game for kids, though — *Zoom!* is challenging enough for even experienced gamers. They don't call the game's star Smart for nothing.

— Sega of America

Aero-Blaster

Arcade Action/Kaneko

In this space-age shooter, you and your small space craft are pitted against legions of attacking aliens. Although your ship is specialized and very maneuverable, you'll need a lot more than the ship alone to survive your mission. Your only hope is to gather the power-ups and weapons you discover, adding firepower and new weaponry to your arsenal. But even grabbing the icons is a trial — mammoth mechanical monsters will shower you with bullets, lasers, and missiles every second of the way. Can you prove that skill is more important than size?

Aero-Blaster, a translation of a coin-op game, features detailed graphics of the different landscapes and enemy zones that set the stage for your battles.

Afterburner II

Arcade Action/Sega of America

Afterburner remains a popular arcade game, and the Master System version is still one of Sega's top titles. Now the famous fighter plane Afterburner comes to Genesis in *Afterburner II*.

As you might expect, this new version includes some considerably improved graphics and stereo sound. At times it comes remarkably close to the coin-op *Afterburner*, especially in the speed of your plane and the dizzying number of enemy planes and missiles that hurtle toward you. There is none of the screen-flicker that marked the Master System version — an indicator of the 16-bit advantage.

Andromeda Mission

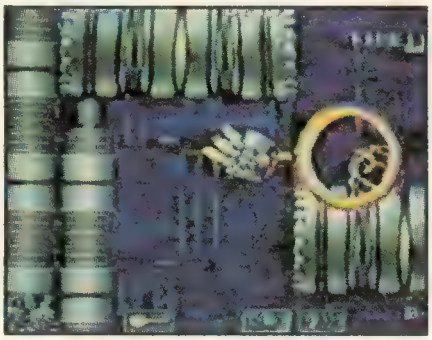
Arcade Action/Color Dreams

It's a nightmare for any galaxy patroller: You're alone at Earth outpost 67-A4, light-years from help. You've lost communication with your home base, and in the distance you can see enemy aircraft swiftly bearing down on your lone ship. Only you can't wake up from this nightmare — it's unfolding in front of your horrified eyes.

Your simple patrol mission in the Andromeda Galaxy has suddenly become a battle for your life. At the helm of your space jet, you must face robotic fighter planes, mysterious mechanical monsters, and aliens beyond compare. If you hope to ever see a friendly face again, you must be diligent in eliminating every foe from the alien landscape.

Atomic Robo-Kid

Arcade Action/Treco



Earth's future doesn't look promising. A mysterious cloud of cosmic radiation has permeated the planet, and strange mutant beings are overwhelming the population — threatening the destiny of mankind.

As a last-ditch effort, scientists develop a high-tech robotic warrior. There's a chance — a very slim chance — that this nuclear-powered soldier will be able to rid Earth of the powerful mutant forces. As the Atomic Robo-Kid, you must stop not only the giant bosses, but also the dozens of diverse mutants found in every corner of the landscape. Fortunately, you have four types of lasers and missiles at your disposal.

Based on a popular Japanese arcade game, *Atomic Robo-Kid* is Treco's first game for Genesis.

BeanBall Benny

Arcade Action/Nuvision

Zooneyville is like any big city — it's got a lot of crime, a lot of traffic, and an overcrowded subway. The population always seems to be on the street — and right there in the throngs are Ramon and his thieving friends.

Fed up with the sticky-fingered gang, cab driver and retired baseball pitcher "Beanball Benny" decides to clean up the city. Taking matters into his own hands, Benny starts whacking criminals with his famous high-powered "beanball." His pitch is forceful enough to have the same effect as a bazooka on its target. But be careful — the thieves have weapons of their own.

Benny's mission takes him on a slapstick adventure through the streets, sewers, subways, and tunnels of the city.

Berlin Wall

Puzzle Game/Kaneko

Back in the days of the Cold War, the free world rejoiced when word leaked out that someone had been smuggled out of East Germany or had tunneled under the border.

This Genesis title may *sound* like an espionage thriller, but the name is misleading. Though you must do your own share of tunneling, escape isn't in your plans. Instead, your goal is to make your enemies fall into the holes you've dug. Once they have dropped from sight, you can grab a special item.

Berlin Wall is divided into five stages of ten rounds each, so there's plenty of challenge. For an added challenge, compete against a friend with the two-player option.

Bimini Run

Action Adventure/Nuvision

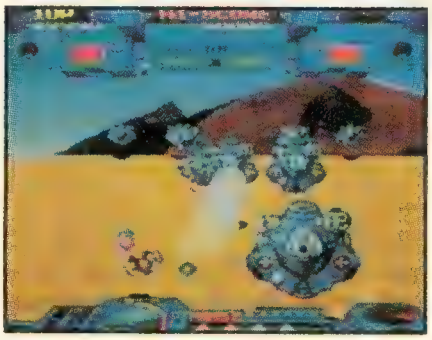
As Kenji Ohara, you're the James Bond of the corporate set. But your death-defying adventures hit too close to home when your sister is kidnapped. As your rescue mission advances, you realize that her abduction is only the tip of a very nasty iceberg. Her kidnapper, Dr. Orca, has invented a Behavior-Altering Module with which he plans to take over the world.

There's lots of fast action in *Bimini Run* as you take to the seas in your high-performance boat to chase the kidnappers. Dr. Orca's hideout is on an exotic island right in the middle of the "Bimini Triangle," so you have to battle not only the scientist's squadron of speed boats and helicopters, but strange sea creatures as well.

Burning Force

Arcade Action/Namco

In the future, would-be cosmic pilots can attend Earth University to study space-age combat. Each candidate is required to pass arduous exams and then successfully complete a space battle before graduating. Hiromi Tengenji is the university's most promising ace. As she enters



the space battle, her instructor, Kyoko, is on hand to provide valuable advice.

This final battle consists of six rounds of competition against space-age robots. You control Hiromi as she fights on an air bike and in a fighter plane, equipped with both bullets and missiles. Though the earlier battles take place on Earth's prairies and deserts, her final fight takes place in space.

"Buster" Douglas Knockout Boxing

Sports Simulation/Sega of America

Forget that other guy. What was his name... Tyson? The future of boxing has a new name, and that name is Buster. Sega thinks *Knockout Boxing* will send its competition down for the count. Certainly the graphics — from the digitized title screens to the matches inside the ring — look great, and the company is going to put a lot of time and energy into the first boxing simulation for Genesis.

But don't expect to set up another match between Douglas and Tyson. Buster will probably be the only current boxer included on the roster of the *Knockout Boxing* arena. But that doesn't mean there won't be tough challenges for those boxing fans who like their competition on the videogame screen instead of inside the ring.

Caesar

Strategic Wargame/Micronet

Back when the Roman Empire entailed most of the known world, the realm boasted the greatest army in history. Now you can command the Roman forces as Julius Caesar. This war simulation of Caesar's second expedition in Egypt includes four battle scenarios: defensive battle, sea battle, land battle, and castle battle, each of which unfold in real-time.

By successfully completing one scenario, you're automatically in position for another. The first battle begins when you learn that an enemy fleet is approaching the Cretan harbor town where some of your forces are stationed. In a later scenario, you encounter one of the most beautiful women in history as you attempt to rescue Cleopatra from her enemies.

Colorado

Action Adventure/Color Dreams

It's not hard to find a Genesis game set in outer space or on bizarre alien worlds. But *Colorado* offers a different challenge. The game is set in the unexplored West of 1801 when trappers shared the land with buffalo and Indians.

You're an intrepid mountaineer in this untamed country. You may not have seen another white man in months, but once you hear about the legendary gold mine of the nearby Cheyenne Indians, you're surprised how quickly the area is overrun with fortune seekers.

To win your quest for gold from the mine, you'll fight for your life with axes, daggers, rifles, and explosives. And before your adventure is over, you'll find yourself in a canoe racing down the rapids of the Colorado river.

Crime Traveler

Action Adventure/RazorSoft

In the not-so-distant future, time travel becomes a reality and an elite group known as the Warp Rangers is formed. This group is dedicated to changing the course of history by altering the outcomes of the major crimes of the past.

As the Rangers' leader, you have a list of most-wanted criminals and a stringent time limit to eliminate each one. Don't forget to wear the appropriate period clothing on your journeys—a conspicuous time traveler is a dead time traveler. Your quarry includes such infamous characters as Attila the Hun, and a Nazi who makes Hitler look like a pussycat.

If you enjoy the "what-ifs" of history, you should enjoy the good vs. evil battles in *Crime Traveler*.

Cross Fire

Arcade Action/Kyugo Trading Company

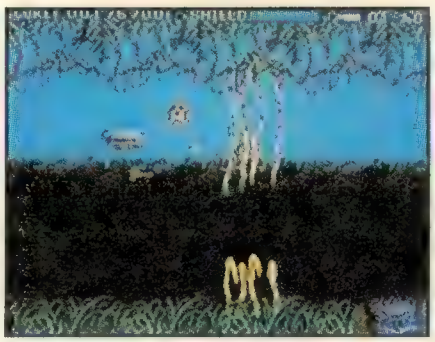
Fight a battle right out of today's headlines with *Cross Fire*. In this game, the drug problem has gotten so bad that drug lords are threatening the health and wealth of the entire world. Individual suppliers have joined forces in networks so large that they encompass every country.

In desperation, several nations band together to fight the three largest drug organizations. As an agent code-named "Hawk," you've been hired to destroy the drug networks single-handedly.

Much of your work is done from the cockpit of your helicopter, shooting at enemies coming at you from all directions. But if you survive, you'll bring the seemingly unconquerable drug barons to justice.

Curse — Quest for the Solar Grail

Arcade Action/INTV

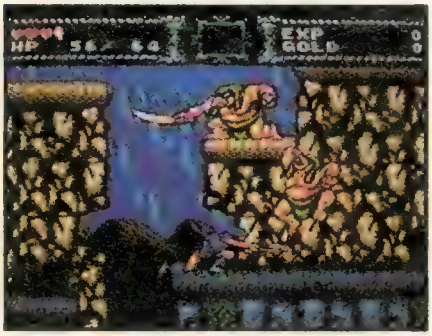


Surprise! Aliens from a distant galaxy are attacking your world. Unless you can destroy the enemies' central brain, Medulla, the aliens will take over. Once you find out that the Medulla is located on the aliens' mothership, you hop in your space fighter on a mission of destruction.

You won't find much room for pilot error as you battle wave after wave of alien creatures. As you get closer to the Medulla, large, vivid bosses attack your ship. You must collect the power-up weapons scattered along your path to increase you firepower or you won't stand a chance of survival.

Dando

Action Role-Playing/Treco



When an enormous fireball rips across the sky, the land of Aurobia falls into darkness. The people huddled in their houses know what has happened. The legend has come true.

A tale handed down from ancient times tells of Dando, an evil god renowned for his cruelty. Defeated once in battle, he has now recovered and is seeking revenge. There's no hope for the innocent people of Aurobia unless Dando can be defeated once and for all.

You are the warrior sent to put an end to Dando's reign of terror. Although untamed lands and barbaric creatures stand between you and the evil god, you know that ultimately your quest will be successful.

Dark Castle

Arcade Action/Three-Sixty Software

To begin your quest adventure within Dark Castle, select one of four doors in the Great Hall—beyond each forbidding portal lies a different scenario. You must evade or dispatch a host of gargoyles, vultures, evil wizards, brutal guards, hulking mutants, and plague-ridden bats. At first, you're armed only with a sack full of rocks, but as you advance, you collect other equipment: a magic shield, a mace, magic fireballs, and bottles of elixir.

Elaborate mazes abound, and you can get through them only by leaping, climbing, ducking, and dodging—all sorts of trap doors, tumbling boulders, flames, and flying creatures lie in wait. If you think you have a good sense of timing, this game may humble you.

Death by Steel

Action Adventure/RazorSoft

There's no rest for the weary. For months you've been plagued by horrible nightmares. When all other cures fail, you try to put an end to the frightening dreams with an ancient Indian method called *Pearsbteh*. In this ritual, you enter your nightmares to battle the creatures within. Fighting skills are passed to you from centuries of dream warriors who have entered their own nightmares and exited victoriously.

Armed with a tomahawk or a spear, you must defeat over 60 different creatures envisioned by your subconscious. As in many nightmares, the enemies you face are twisted versions of reality. If you can convince a friend to enter your dreams, you can face your nightmare together.

Dick Tracy

Arcade Action/Sega of America

If that yellow trenchcoat has just been hanging in your closet since last summer, dust it off and play a couple of rounds of *Dick Tracy*.

Based on last summer's movie, you're the city's toughest cop, trying to fight gang corruption and violence. Just because you play by the rules doesn't mean that you don't make the likes of Mumbles, Pruneface, FlatTop, and even Big Boy Caprice shake in their polished wingtips.

It's going to take a lot of hard work and a lot of powerful ammunition to blast away the villains, but you've got justice, law, and order on your side. What's more, the Kid is by your side, and Tess Trueheart's probably got dinner in the oven. How could a cop lose?

DJ Boy

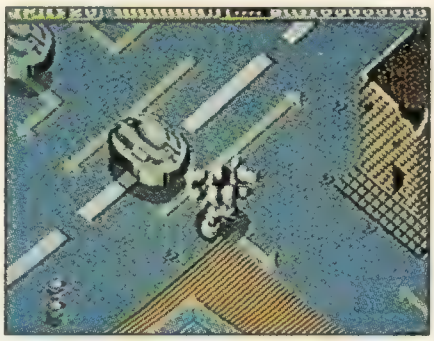
Arcade Action/Treco

It takes a real man to wear roller skates in New York City and survive to tell the tale. But DJ Boy is no slouch when it comes to street fighting. As the tough-talking, hard-rolling hero, you must pull on your skates and use your prowess on wheels to fight off street fighters in the suburbs of New York City.

These aren't *ordinary* streets. Not only are you harangued by gangs of skaters, but you also must face bullies with karate moves like flying kicks, and killer clowns with some very unfunny tricks ups their sleeves. Fast skaters and fast fighters can even earn some money on the streets—just grab the coins spread around your route.

Final Zone

Arcade action/Renovation Products



Picture a time when wars are no longer fought by missiles and nuclear bombs. Instead, the weapon of choice is the NAP — the New Age Power-Suit, a robotic combat machine that gives its wearer the ultimate in fighting ability.

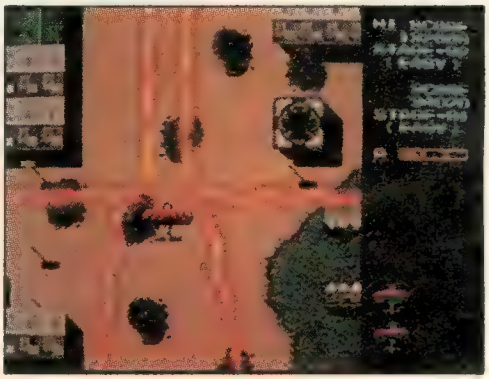
As soldier Howard Bowie, you're given one of those save-the-world tasks that sounds like a hopeless mission — but equipped with your NAP, you stand at least a fighting chance. Your NAP can be equipped with up to 15 options (out of 100 available) for speed, maneuverability, and weapons—including flamethrowers, land mines, and hand-held and body-mounted firing equipment.

· Players who enjoy a little strategy along with their fast and furious arcade action will probably enjoy *Final Zone*.

Fire Shark

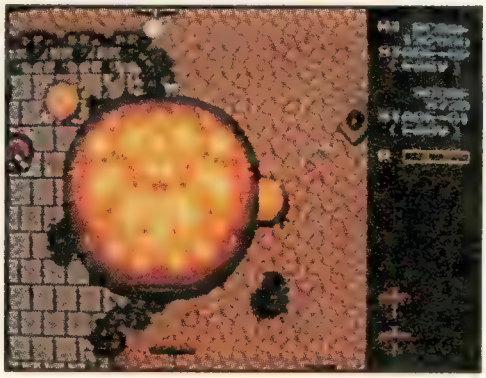
Arcade action/DreamWorks

Once again you're behind the controls of a powerful plane, your people's sole hope for freedom from enemy domination. In level after level, you'll need intense concentration to stop the waves of enemy planes, tanks, and other vehicles. The action takes place over land and sea, and the enemy gets



stronger as you advance.

Your skill and dexterity are tested as you learn to use the right high-tech weapon for each situation. Watch what weapons you pick up — you don't want to cancel a powerful weapon such as crossfire by picking up a puny laser. The crossfire is tough to get, but once you have it, you can blow almost everything off the screen with only a slight risk to your plane.



Hard Drivin'

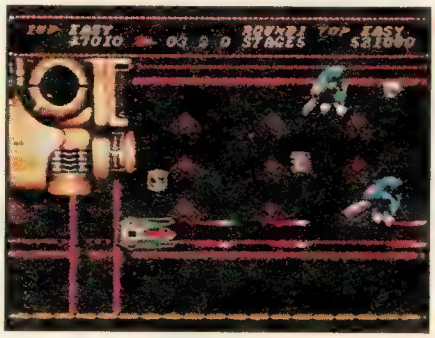
Racing simulation/Tengen

Are you ready for fast racing action? If you played one of 1989's most popular arcade games, you know what lies ahead in *Hard Drivin'*. This frantic racing simulation puts you right behind the wheel of a powerful race car. You've got to make the split-second decisions that mean the difference between life and death when you're traveling at these blazing speeds.

Keep your lead foot on the accelerator as you challenge the speed track, or strap yourself in for a couple of rounds on the stunt track. All the thrilling twists and turns, all the hair-raising spin-outs and blowouts of real racing are in this game — but you never have to risk the soundness of your body and mind.

HellFire

Arcade action/Seismic Software



Another translation of a coin-op game, *HellFire* is a horizontal-scrolling space shoot-em-up that tests reflexes and strategic abilities. The Genesis version even goes one step beyond the arcade game — there are several exclusive features, including a super weapon that's designed to destroy enemies with one shot.

After 1,000 years of galactic peace, astronomers begin to notice that stars on the far reaches of the universe are being swallowed by darkness — it's an invasion by the Guild of the Ultra-Mech! You play Lancer, the captain of the aircraft carrier *Sylphide*. You must pilot the *Sylphide* over six planets, grabbing the color-coded weapons and power-ups in your path and saving the worlds from the Guild.

Joe Montana Football

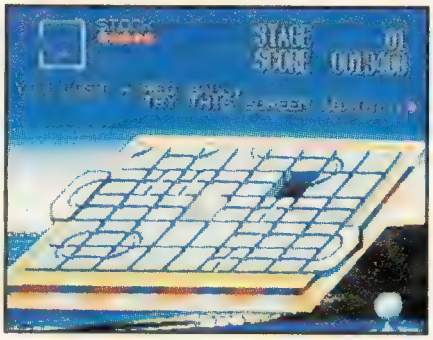
Sports Simulation/Sega of America

That chill in the air can only mean one thing — it's football season again. And the question on everyone's mind is whether San Francisco will be able to pull out another season like the last two. With Joe Montana calling the shots, anything is possible.

Sega of America, quite aware of the phenomenal popularity of Montana, arranged with Activision to turn its *Hard Yardage* football simulation — which was already complete — into *Joe Montana Football*, instead of creating a game from scratch. The result is defensive stands, long touchdown drives, drive-stalling penalties, bone-crunching tackles, and pinpoint passes. The game's emphasis is on calling the right plays.

Junction

Puzzle Game/Micronet



Puzzle fans have a new challenge — *Junction*, a 3-D marble-maze game from Micronet. You may think that maneuvering a red ball to various checkpoints on the edge of a grid sounds easy. Think again. There's a track embedded on each square in the grid, and your job is to follow the course to each of the checkpoints (which disappear after you've rolled the ball off them), avoiding the pits and enemies that block your progress and grabbing the power icons that fall into your path.

As you advance, expect the unexpected — if you can't react quickly and change your strategy to accommodate random changes in the grid, you probably won't advance very far.

Land Buster

Arcade action/Seismic Software

It's you against the evil forces of Reconad. You're outnumbered, outgunned, and outpaced. But luckily, you've got your Land Buster, a supertank armed to the teeth with high-tech weaponry.

To defeat the Reconadians, you must find the source of their power — in other words, you have to enter the lion's den and face attacks from their tanks, planes, robots, and other war machines. The faster you learn how to use the vast arsenal inside the Land Buster, the better your chance of survival. Use the Thunder, Ripple, Beam, and Napalm mechanisms. Each weapon has five power levels—and you'll need every extra ounce of strength if you decide to play on one of the higher difficulty levels.

Macress

Arcade action/Seismic Software

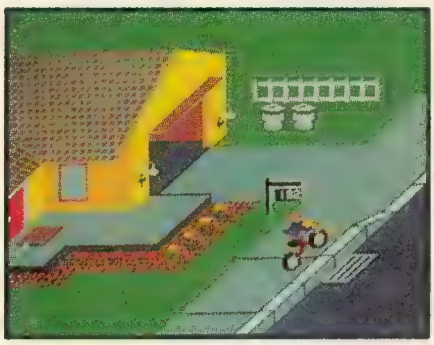
Every Genesis owner who has played *Altered Beast* knows about character transformation. In *Macress*, your character changes, too — except you decide which character to change into and when to do it. Whenever you want, you can change from a man into a man with wings, a half-man/half-horse, or a merman with fins and gills.

The goal of the game is to reach the Boss chamber, where huge bosses are waiting to stop your transformation into anything but a dead man. But to get there, you must transform your character to match the situation. You certainly won't reach the bosses quickly — each level in *Macress* is ten screens wide and nine screens high.

Paperboy

Arcade Action/Tengen

Even if you combined all the horror stories of any kid who's ever had a paper route, you still wouldn't have the horrors of a single day in *Paperboy*.



You have to run your route with aggression in mind — you get points for breaking windows of non-subscribers — and the suburban area that comprises your route is also as rough as any city corner. You have to maneuver your trusty two-wheeler around tricycles, lawnmowers, and unfriendly neighborhood dogs, as well as lots of other obstacles.

At the end of each day, your boss checks to see if you've delivered papers to the right addresses before he decides whether or not you can keep your job.

RBI Baseball 2

Sports action/Tengen

R.B.I. Baseball 2's advantage is its back-to-the-basics approach. Tengen's version of baseball, the only game licensed by the Major League Baseball Players Association, lets you select any of the 26 major league teams and play against other pro teams managed by your Genesis or by a friend. All the names and statistics are real, lifted right off the rosters and stat sheets of Major League Baseball's official 1989 record books.

R.B.I. 2 succeeds where other simulations have failed — the field dimensions are just right, hitting isn't too difficult, and a wide variety of pitches are available — and you have important game options, such as base-stealing, pinch-hitting, bunting, and so on.

Roadblasters

Arcade action/Tengen

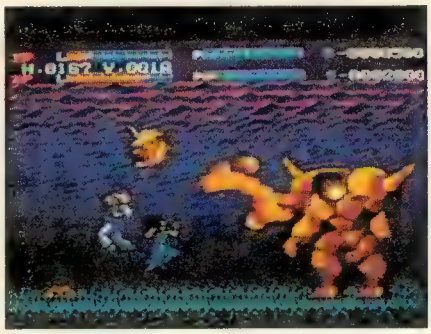
You might think *Roadblasters* is another racing simulation. In this game, you can just blow your competition off the road.

Your goal for each track is to reach the rally point. You've got three lives, some fuel, and a gun. What could be better? You can refuel at checkpoints and rally points along the way or drive through green and orange globes of fuel that appear on the road as you drive.

Other drivers seem bent on running you off the road — if they don't blast your car into smithereens first. Rat jeeps whip in front of you and then slow down, cycles have no respect for driving lanes, and command cars are immune to normal gun blasts.

Shadow Blasters

Arcade action/Sigma



Ashura, the god of evil, is trying to conquer the human race, and it's up to the Shadow Blasters — four warriors from the past, present, and future — to defeat him. Your job is to make sure that at least one warrior survives long enough to enter the final battle. Each warrior has unique weapons which become more powerful as the game progresses.

Shadow Blasters features nine stages, but you can enter only the first six (mountain, street, field, harbor, forest, and future). Once you've cleared each of these, you're permitted to enter the final three. The action scrolls horizontally except for three instances during critical action, where vertical scrolling is used as well. *Shadow Blasters* may be played by one or two players.

Skull & Crossbones

Arcade Action/Tengen

Hoist the sails and raise the Jolly Roger! You're a pirate now, matey, with the sword and scars to prove it. And you're ready to shiver the timbers of a wicked wizard and steal his treasure — a cache which *he* stole from *you*....

In this swashbuckling fantasy, one or two players can chase the wizard and his salty dog mates on the high seas, inside medieval castles, and through dank caves. You'd better practice your swordsmanship — the wizard's never going to relinquish his ill-gotten gains without a fight. And you know what happens if you lose — even if you don't walk the plank, you'll still end up as meal for the crocodiles.

Spider-Man

Arcade Action/Sega of America

Millions of devoted readers have followed the exploits of Marvel Comics' hero Spider-man for years. Now fans can spin their own web of adventure in this new Genesis game.

Our hero's girlfriend, Mary Jane, is in peril again, but Spider-man is on the case. He'll be facing all his old foes, so polish up those special abilities. It takes impeccable timing to punch, kick, swing from webs, and climb walls like a superhero should.

Each dastardly villain — Rhino, Hobgoblin, Dr. Octopus, the Scorpion, and the rest — must be defeated using different tactics. Spinning webs isn't a good defense against them, so experiment with your other moves to develop a sound strategy to pick them off one by one.

Starblade

Arcade action/Color Dreams

By the year 3001, mankind has been scattered across the Orion galaxy by the fierce Insectizoid Cephalhydras. These fierce aliens have genetically engineered a mutant broodmother called Genolyn to breed hordes of superwarriors. The sole mission of this evil offspring is to hunt and kill humans wherever they can be found in the universe.

Your task is one that few soldiers would be brave enough to undertake. You must find and destroy Genolyn before she can produce generation after generation of deadly foes. This space adventure puts you in the thick of things in a shoot-em-up arcade game for the most fleet-fingered of game players.

StormLord

Arcade Action/RazorSoft

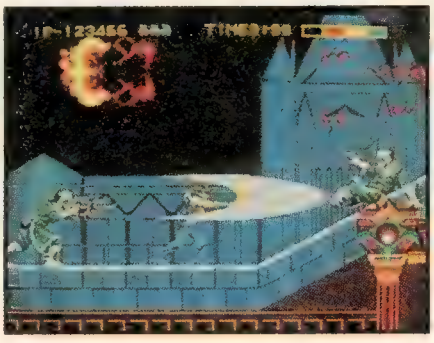
At last! The chance you've been waiting for — you can finally meet the Rotting Crone in battle.

You've just reached the end of one journey. Sleg the Hun is practically in sight and your sword is finely honed, ready to behead him, when you're suddenly summoned back home. The Princess Fairies, guardians of the Enchanted Realm, have been captured by Badh, the Rotting Crone. With the fairies out of the way, the Rotting Crone can drain the life force from the defenseless land.

You must battle through six levels of dragons, bees, and other creatures before you even meet Badh. Pick up different kinds of firepower throughout your journey — without strong weaponry, you won't be able to send the Rotting Crone to his grave.

Strider

Arcade Action/Sega of America



Hiryu is the youngest and best of the Striders, a group of highly skilled commandos who specialize in preventing terrorist acts — even if it means murder or destruction. When Kain, his best friend, is kidnapped and brainwashed by the enemy's ZAIN mind-control machine, Hiryu is send to infiltrate the enemy base and kill Kain. But the Strider hopes to rescue his friend.

Beginning in the Striders' Asian headquarters, Hiryu must find six information disks and five keys scattered throughout the world. His skills and equipment increase as he progresses. He brandishes a sword at the beginning of the mission, but by the end of the game he'll be able to slide under low ledges, throw plasma arrows, or use magnet, aqua, and attack boots.

Super Volleyball

Sports Simulation/Video System

This colorful simulation features all the serves and spikes of indoor volleyball — complete with an international tournament.

The game is full of options. You can choose a one- or two-player game, alter a team or create one from scratch, set the ball to slow, normal, or fast speeds, handicap yourself or your opponent, or select how many points the two teams have at the beginning of a game. You can even choose from four different serves, from underhand to running smash.

For the most part, *Super Volleyball* conforms to six-player indoor volleyball rules — players rotate positions to serve, the first team to score 15 points wins the set, and three sets win the match.

Sword of Vermillion

Fantasy role-playing/Sega of America

All of you loyal *Phantasy Star II* players will be happy to know that Sega has yet another massive role-playing game in the works — *Sword of Vermillion*, for the Genesis.

This one blends tried-and-true game characteristics, like experience and hit points, with new concepts. You don't fight battles from a first-person perspective, for example, as you do in *Phantasy Star II*. Instead, you'll find yourself locked in an arcade-style battle, viewed from the side. Your strength and the strength of your enemy are based on hit points, but the battle looks and plays more like *Golden Axe*.

With *Sword of Vermillion*, Sega hopes to create a game — and possibly a series of games — that will draw the same loyalty as the *Phantasy Star* series has enjoyed.

Task Force Harrier

Arcade Action/Treco

You know the Cold War is really over when games like *Task Force Harrier* appear. The victim in this arcade translation is Soviet president Mikhail Gorbachev — and the threat isn't from any Western powers, but rather from within.

When Gorbachev's life is threatened by an internal Soviet terrorist organization planning a coup of the government, the United Nations is called in to save the political reformer. You're the commander of the rescue mission, piloting a harrier — a jet that can take off vertically just as a helicopter does. You must speed into Soviet airspace, then take on the terrorist forces on the ground and in the air.

Targhan

Arcade action/Color Dreams

Grab your broadsword and sharpen your shuriken. And don't forget your spells — you'll be dabbling in the magical arts as well as the martial arts. Your quest is to fight your way through the forest of Luneclare on your way to the castle of the Evil One. There, your destiny — and that of Edengahrn, your village — is to be decided.

To succeed, you need a good memory as well as good fighting skills. There are many places where your next step could be your last, and many monsters you must face — so many, in fact, that a map might be the difference between getting through Luneclare or falling by the wayside like so many other warriors before you.

TechnoCop

Arcade Action/RazorSoft

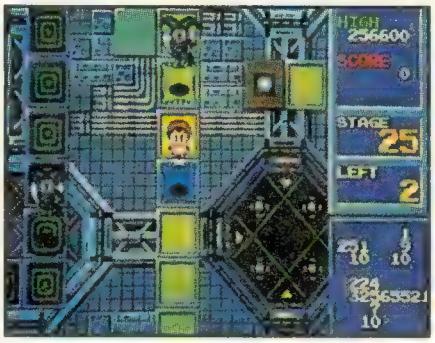
You're a cop. You're a road warrior. You're a killer with a badge. And when a gang called D.O.A. threatens to take over the city, you're on the case.

As a member of the Enforcers, a crime-fighting force of the future, you've got the best in high-technology equipment to help you track down the punks. And if the criminal radar locator doesn't impress the gang, your .88 Magnum should.

When you're not pounding the pavement, you're behind the wheel of your VMAX twin-Turbo Intercepter, a squad car with hydraulic wheel rams, a side-mounted cannon, and nuclear weaponry. After 11 levels of driving and arcade action, the D.O.A. gang really will be dead on arrival.

Trampoline Terror!

Arcade action/DreamWorks



If you don't like those moving sidewalks in airports, then you already know something about trampoline terror. Imagine that you live in a futuristic fortress on Earth that's entirely surrounded by those sidewalks — only they're patrolled by enemy invaders and laden with mines and trip wires.

Your job is to save Earth from these invaders. Parts of the sidewalks are trampolines which you must learn to use to your advantage. At the same time, you must avoid enemy fire, bombs, and any other obstacle that halts your progress. *Trampoline Terror!* continues for 32 different levels in eight unusual locations.

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